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Amazing COMPUTING For The Commodore AMIGA

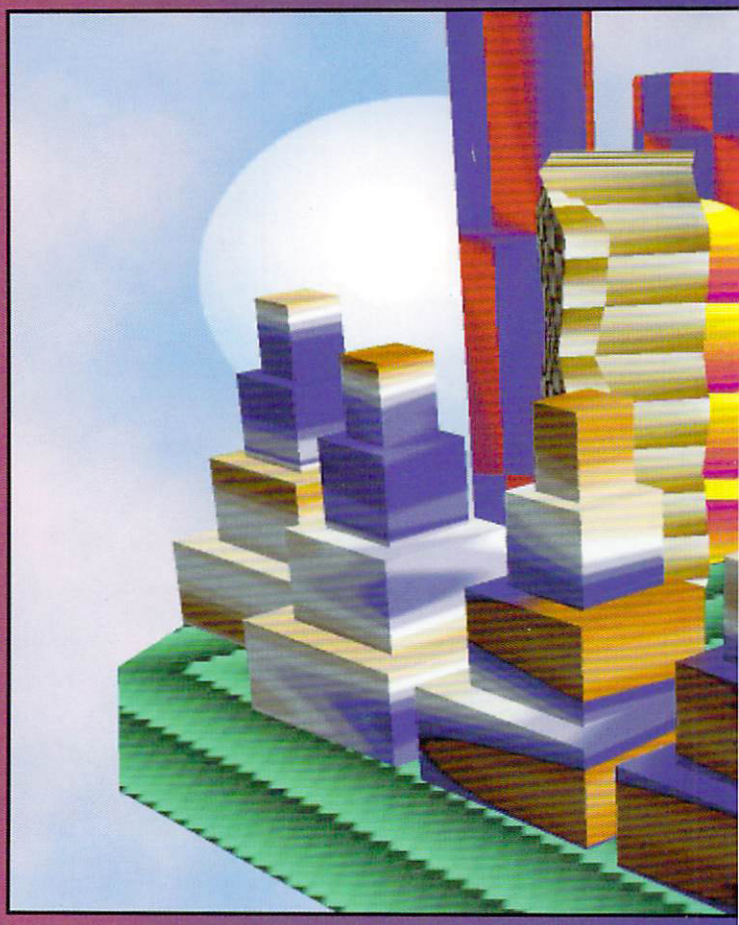
Your Original AMIGA® Monthly Resource

Volume 10 No. 10 October 1995
US $3.95 Canada $4.95

Hot! FTP SITES

Reviews

- Final Writer 4.0
- AsimCDFS 3.0
- Bit Movie '95
- Amiga Platformers



StereoLithography and more!

Aladdin 4D Tutorial #15

TurboCalc V2.0

TurboCalc V2.0 is the unique software solution that defines a new standard for spread sheet applications on the Commodore Amiga. Experience its nearly unlimited capabilities in all relevant categories:

$39.95

Design
- extensive formatting options
- all supported font formats allowed, including new vector fonts
- no color restrictions
- various cell frames, including 3D-option
- freely adjustable row width and column height
- more than 40 different number, time, and date formats

Functions
- more than 100 functions covering mathemetical and financial needs
- intuitive input via mouse

Diagrams
- all common chart types supported (bar, histogram, line, pie)
- footer and header in any admitted character set
- various filling patterns and colors
- optional display of legend and axis labeling
- output as IFF file or graphic printout

Macros/ARexx
- macro language with more than 120 instructions including conditional branching, loop constructions, user requests and embedding of external routines
- ARexx port with mutual ARexx and macro instructions
- automatic macro recording and tracing mode for easier routine debugging
- free menu definition

Printout
- output in built-in printer font (draft mode) or as freely scalable graphic with all enhanced formattings like font style, frames, cell grid etc...(requires OS2.0 or higher)

Database
- integrated database with numerous data definition and retrieval options: search, copy and delete operations according to user defined criteria

Control Options
- full mouse or keyboard control
- toolbar with icon shortcuts
- completely english version including 200 page manual

Technical Characteristics
- sheet size limited only by available memory
- no restrictions in sheet or window quantity
- import of foreign formats supported (MS Excel, Professional Calc, CSV/ASCII format)
- OS2.0 user interface look and feel
- freely adjustable screen mode and font selection
- all new screen modes of OS2.0 supported
- fast, due to being written 100% in assembler code

Required Hardware
- Commodore Amiga
- Kickstart 1.2/1.3, 2.0, 2.1, 3.0, 3.1
- 512Kb main memory (1Mb or more recommended)
- supports all common printers

GURU-ROM V6

Years of experience, technical know-how, and competence from the world's best Amiga software and hardware engineers are condensed in this penultimate product. It makes it possible for the user to productively and comfortably use SCSI, without sacrificing performance, risk of incompatibility, or waste of resources.

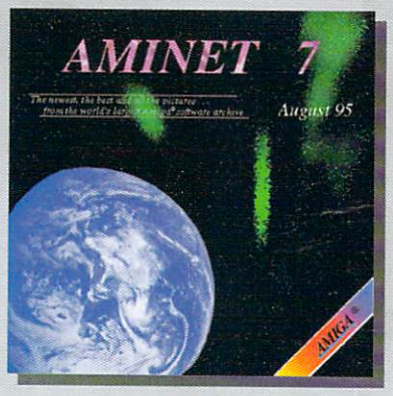
$79.95

Stefan Ossowskis Schatztruhe and Ralph Babel, author of the well-known »Amiga Guru Book« and long-standing former system software developer for GVP, the American company known for its high-quality hardware products, present:

Guru-ROM Version 6
The final update for all GVP SCSI host adapters!

Together with exhaustive documentation, the »Guru-ROM« enhances each Series-II host adapter in many decisive and for the serious user essential features: Universal: a SCSI driver without compromise for all Series-II host adapters and all »Combo« and »G-Force« accelerator cards for the Amiga 4000, 3000, 2000, 1200, and 500. This ROM module, which has been considerably extended in its code and feature set, replaces all previously distributed driver ROMs.
Fast: unparalleled transfer rates of up to 3.5 MB/s raw (Zorro-II limit), 3.1 MB/s measured with »SCSISpeed«, 2.4 MB/s measured with »DiskSpeed« - even on a stock 7-MHz 68000-based Amiga! All the while, the CPU typically retains 80% free processing time. Always maximum performance through the automatic selection of the currently optimal transfer mode (DMA, buffered DMA, PIO).
Multifaceted: supports all device types defined in the SCSI standard, such as hard disks, CD-ROM drives, streamers, scanners, and magneto-optical devices.
Compatible: complete support for the RDB standard resulting in trouble-free autoboot, automount, and the exchange of devices and media between two computers from Amiga OS 1.3 through 3.1.
Flexible: disconnect/reselect, synchronous transfers, and parity checking can be enabled separately for each device (even for devices without an RDB). Also complete write-protection (useful for kiosk applications and for virus protection) is possible.
Intelligent: maximum compatibility with nearly all hardware and software through special handling of all known firmware bugs of the most popular SCSI devices and DMA hardware bugs in the A3000 and A4000, workarounds for internal errors in the WD SCSI chip, as well as special modifications to account for defective application software.
Upward-compatible: completely compatible both to the SCSI-2 as well as to the SCSI-1 standard, thereby providing the broadest support for all devices on the market including those still to come.

Aminet 7



Aminet CD 7, dated August 1995, contains more than 1 gigabyte (uncompressed) of software in thousands of archives. Since the release of Aminet 6 CD more than 500 MB new software has appeared. The current edition has a special focus on images. 10.000 images for DTP and multimedia were included.

$19.95

25 MB	Business software
30 MB	Communications
50 MB	Graphics & sound demos
10 MB	Development software
1 MB	Disk/HD tools
15 MB	Documents
55 MB	Games
40 MB	Graphics software
1 MB	Hardware related
40 MB	Miscellaneous
110 MB	Music modules
10 MB	Music software
15 MB	Text software
20 MB	Utilities

Aminet Set 1

$43.95

Aminet is the world's largest collection of freely distributable Amiga software. Up to 10,000 users access the vast archives every day and countless programmers publish directly via Aminet. A wide variety of programs is included: applications, games, demos, pictures, mods, animations, developer material, networking software, programming languages, and more. Until recently, access to Aminet was restricted to international network users. Only 3 years after its inception, Aminet now holds the equivalent of more than 4,500 floppy disks of software. User friendly access software makes the aminet CD's a pleasure to use.
Aminet Set 1, the first "complete" Aminet archive on CD, consists of approximately 4 gigabytes of software in 12,500 archives.

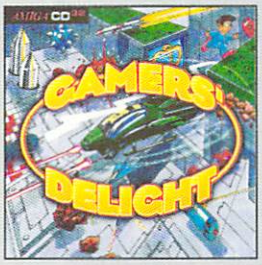
141MB	Development software
103MB	Utilities
134MB	Graphics software
337MB	Pictures & animations
87MB	Text software
39MB	Documents
336MB	Graphics & sound demos
160MB	Games
86MB	Communications
6MB	Hardware related
63MB	Business software
12MB	Disk/HD tools
109MB	Miscellaneous
358MB	Music modules
29MB	Music software

Subscription

One year subscriptions to the Aminet series are available. There are expected to be six releases per year, so the subscription is actually for 6 CD's, regardless of when they end up shipping.
Aminet - 1 year subscription: $89.95

World Info '95

Your virtual guide around the world. Travel to places, you have never seen before, get informed about your next holiday destination beforehand, spend some time in the sun! Are you preparing for a geography test? Then you can find the info here!
On this CD are information about all the 194 countries and about more than 700 cities, covering all sorts of subjects. Here is a short selection of information areas: Geography, Maps, Climate, Timezones, People, Language, Religion, Food, Politics, Flag, National anthem (see & hear), Economy data, Environmental issues, Holidays, Cities, City Maps, Metro Maps. These areas are explained thoroughly. Difficult definitions are explained (what is e.g. the tundra climate). In addition to this there is a massive amount of pictures from all over the world available. A little dictionary covering the most important languages is also there as a little bonus.
Everything is available in English and in German. It is easy and intuitiv to use. You can enter and exit at any time. There are extensive possibilities for searching. A printout of all information is no problem at all.
Minimum system requirements:
A computer with Mosaic or NetScape (e.g. Amiga, Mac, OS/2, Unix, Windows)!
Recommended system requirements:
One of the above computers with a screen resolution of 640x480 with 256 colours and sound.
World Info '95: $59.95

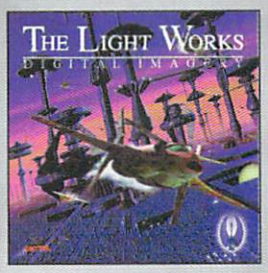


Gamers' Delight

Gamers' Delight contains more than 40 games in various categories, including Action, Jump & Run, Card Games, Puzzles and Strategy. A whole range of computer entertainment awaits! Gamers' Delight will hold you captivated for hours and guarantees long lasting pleasure. All games are full commercial versions, no public-domain & no demos. This CD can be run on any Amiga with a CD-ROM drive, the CDTV, or on an Amiga CD 32 console with 1 MB free memory and Joystick/Joypad. **Gamers' Delight:** $43.95

The Beauty Of Chaos

Dive into the fantastic world of fractal geometry and make a safe journey through the depths of the mandelbrot set. This CD includes 507 mandelbrot pictures in GIF format (256 colors) in various resolutions (1140x890, 1024x768, 640x480); 20 selected true color pictures in TIF format and graphic viewers for PC, Amiga and Macintosh. **Beauty of Chaos:** $22.95

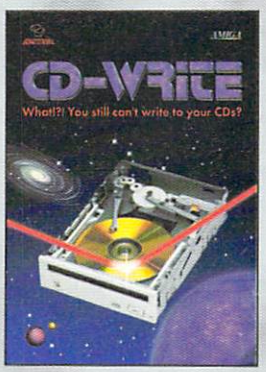


The Light Works

Raytracing is a fascinating area of computer graphics. Pictures from the computer, perfectly rendered, fascinate people all over the world. The Amiga was the first computer to be used for raytracing, and today it is still a leader, with many high quality programs. A real artist of raytracing is Tobias J. Richter from Cologne Germany, whose detailed objects stun people, especially his space ships of famous science fiction films which are used to demonstrate the capabilities of raytracing programs. Now available on CD-ROM for the first time as a complete collection, his objects are highly detailed and extremely realistic due to the application of complex surface textures of the models. Until now it was difficult to acquire these objects in order to create your own scenes or animations.
The Light Works: $34.95

Magic Illusions

This CD brings a new interesting form of entertainment to your screen - 3D Stereograms! Without special aids a colorful, fantastic, three dimensional object appears suddenly on a two dimensional strangely patterned picture. Via books, the illusion of depth has already stunned millions of people around the world. Now you can view the stereograms at home on your screen! Everything you need is on this CD. Besides 200 stereograms with varying difficulty, there is software included which enables you to create your own 3D pictures.
Magic Illusions: $19.95



CD-Write

CD-Write is based on a simple but ingenious technique. Because you cannot write on ordinary CD's using ordinary CD-ROM drives, CD-Write extends the Amiga OS in a fully OS compliant and completely transparent manner, to redirect modifications to CD's to a special area of your harddrive or other writable media. From now on you will be able to treat CD-ROMs like any other media, writing or deleting files, moving and snapshoting windows and icons, changing the icon tooltype fields, replacing icons with your favorite ones, rearranging directories, changing the default configurations of programs run directly from the CD-ROM, saving game high scores, etc. Minimum system requirements: Amiga 500, A600, A1000, A1200, A1500, A2000, A2500, A3000, or A4000 with at least 1 MB of RAM, OS 2.04 or higher, CD-ROM drive; hard disk recommended.
CD-Write: $57.95

FreshFonts II

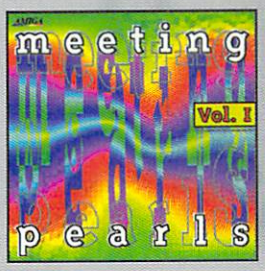
FreshFonts volume 2 contains 632 megabytes of fonts for almost any computer system. Most of the fonts are freely distributable, except for the Thienen fonts, which are exclusive on this CD. Each of these fonts is included in four different formats: DMF, Agfa IntelliFont, Adobe and TrueType. There are 231 font families on this CD (each containing of up to 8 different styles). They are classified in seven categories: Deco (63 families), Non-Latin (33 families), Pictures (16 families), Sans Serif (29 families), Script (36 families), Serif (36 families), and Thienen (19 families).
FreshFonts Vol 2: $29.95

Gateway!

Gateway! offers NetBSD 1.0, a full featured UNIX-like operating system with both sources and binaries for the Amiga, i386, Sun 3, and other architectures. Go netsurfing with the large selection of supplied networking tools. Other supplied packages include a binary release of the X window system (X11R6) for the Amiga, with many additional clients, and packages such as perl, emacs, games, mail programs, and many megabytes of important text files such as RFCs and FAQs. A complete installation guide is available on the CD. There are also some AmigaDOS internet utilities, such as clients for AmiTCP and Envoy.
Gateway!: $22.95

CDBoot 1.0

CDBoot is a fantastic new product that enables you to use almost any CD 32 game on an A1200 or A4000 with CD-ROM drive and any filesystem. You can create a configuration file for each CD, containing information about the Joypad emulation. You can also save the highscore of each CD32 game. Use and installation of CDBoot is very easy, even for beginners, due to the excellent manual. Since the compatibility is very high, you can use 98% of CD32 games currently available. CD-Boot is an excellent software solution for all Amiga enthusiasts who would like to enter the world of CD32 games.
CDBoot 1.0: $49.95



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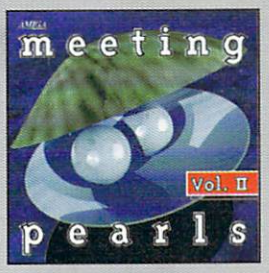

Meeting Pearls

Meeting Pearls volume 1 contains about 150 high quality and high resolution fractals, a ready to run version of PasTeX which includes fonts for FAX and 600 dpi printers, a ready to install version of the Amiga NetBSD port, and many other ready to run applications including UMS, DaggeX, a lot of utilities, games, etc.
Meeting Pearls volume 2 contains 650 Mb of the finest freely distributable software and has a special user interface which has been created to allow you to find the program of your choice with ease. The contents include 35 Mb of selected HTML pages; 50 Mb graphics programs and data; 15 Mb games; 10 Mb from "The Party '94"; 13 Mb disk, hard disk, CD-ROM and SCSI tools; 19 Mb various other tools; 11 Mb educational software; 25 Mb terminal programs; 25 Mb animations, mainly from Eric Schwarz; 40 Mb developer tools (e.g. pre-installed DICE, Oberon, & Modula compilers, Commodore Includes, GUI- Tools); 9 Mb music programs; 10 Mb midi programs; 27 Mb pictures; 60 Mb texts, FAQs, CD contents files, etc; 40 Mb linux for Amiga; 100 Mb TeX installation (PasTeX incl. 600 dpi and fax fonts); 38 Mb movie data base; 50 Mb archives for Psion; 18 Mb modules; 50 Mb NetBSD for Amiga.
Because the version of NetBSD included on Meeting Pearls CD's includes encryption code that is restricted for U.S. export, all imported CD's will only be available for resale within the U.S.
Meeting Pearls Vol. 1: $13.95
Meeting Pearls Vol. 2: $13.95

All products are available in your local Amiga shop or through national mail-order companies

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610 North Alma School Road - Suite 18
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Voice only: (800)804-0833
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EMail: info@amigalib.com

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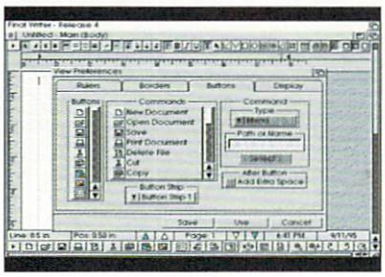
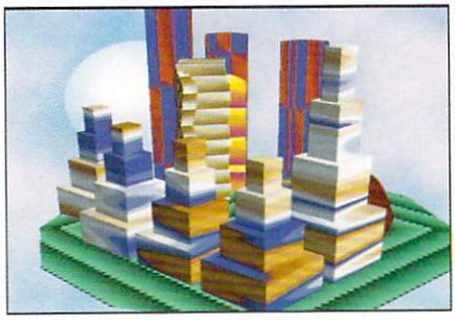
World-Info '95, page 10



Final Writer 4.0, page 12

StereoLithography, page 18



Aladdin 4D: Tutorial #15, Page 30

10 NEW PRODUCTS and other neat stuff

Aminet CD-7, World-Info '95, Guru-ROM V6, and Cd-Write round out this month's New Products section.

12 Final Writer 4.0

by R. Shamms Mortier

The quest for a better word processor in a post-Commodore World.

18 StereoLithography

by Mike Danger

This new technology opens the doors for an inexpensive way to make movie props, prototype parts for molds, and countless other projects.

20 AsimCDFS 3.0

by R. Shamms Mortier

Enlighten your CD-ROM with AsimCDFS, a compilation of useful modules that allow your Amiga to speak to your CD-ROM.

26 Bit Movie '95

Take a look at the winners of this year's biggest European computer art show. Plus information on how you can submit your art for next year's contest.

30 Aladdin 4D: Tutorial # 15

by R. Shamms Mortier

Eden City: The first block.

35 Exploring LightWave 3D 4.0: The Book

by R. Shamms Mortier

A review of a must have book for LightWave 3D 4.0 users.

42 Hop 'n Bop

by Jason D' Aprile

A comparative review of several Amiga and CD32 games in the Hop 'n Bop platformer style.

Bit Movie '95, page 26

Hop 'n Bop, page 42

44 on line

by Rob Hays

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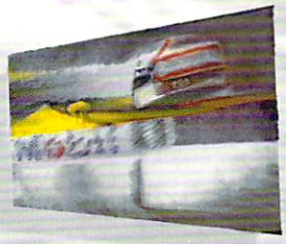
48

Departments

Editorial 6

List of Advertisers 40



Totally Toaster-IZED

ImageFX 2.0

"When Your Image Is On The Line"

ImageFX is the only image processing software package you will ever need for your Amiga...Period. This phenomenal program comes with a complete array of professional 24-bit paint tools and unsurpassed special effects. When you're up against a deadline, you don't have time to second guess. ImageFX gives you total control of the creative process with the fastest and easiest to use interface on the market.

When your image is on the line, you can't afford to make a mistake. Your image processor has to have all the tools an image processor should have. ImageFX lets you see your images as you work on them. Provides virtual memory for virtually unlimited image sizes. Supports framegrabbers and scanners. Paints in full color, even emulating traditional media such as charcoals and watercolors. Supports dozens of image file formats. Other packages? They either can't do it, or you'll pay extra to get it. They stand still while ImageFX continues to grow and improve. Dramatically.

ImageFX 2.0 sets a new standard of quality for graphics manipulation on the Amiga. When your image is on the line, don't settle for less. Step up to the best. Step up to ImageFX 2.0.

For a complete list of features in ImageFX 2.0 call the Nova Design support line at (804) 282-6528.

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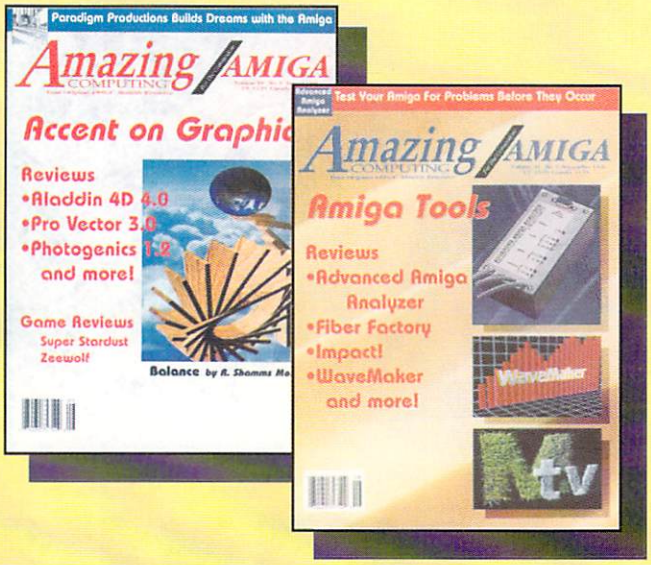

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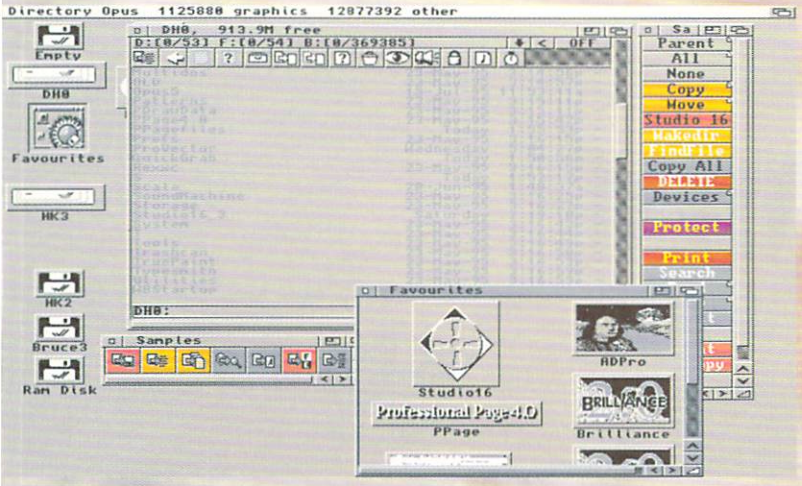

DIRECTORY OPUS 5

Directory Opus 5, the tradition continues. Smaller, faster and more efficient than ever before, Opus 5 harnesses the power of object orientated multitasking design like never before.

New Design: Opus 5 has been totally redesigned and rewritten from the ground up. It is not only faster and more efficient but has many new and revolutionary features.

Unlimited Displays and Buttons: You can have an unlimited number of fully independent file display windows and button banks. Buttons can be defined as simple text buttons or graphic images.

True Multitasking: Opus 5's internal multitasking gives you unheralded power to perform multiple operations at the same time - no more waiting while one job completes

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New From Micro R.&D. and Cygnus Software, Mand2000, on CD ROM. The best Mandelbrot generator and exploration program, on any platform, is now available on CD. Includes over 600 Megabytes of fantastic fractal images and animations all ready rendered and ready to play. Use Mand2000 to generate graphics for publishing and video work, or just to show off your Amiga. Can be used as a fantastic screen saver as well.

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EDITORIAL CONTENT

Amiga by Hook or by Crook

The Amiga Community continues to grow in very unusual ways. It is no wonder that the Amiga has its share of places on the World Wide Web. Since its introduction, the Amiga has been used by people who were doing more in communications than in other platforms. The Amiga was the first to incorporate color graphics, video, and sound in its documents. What could be better for multimedia or home pages?

When the Amiga community was left wondering who would eventually purchase the Amiga, ardent Amiga fans spent hours on the internet firing rumors and ideas back and forth. Even the front running Amiga bidders used the net to announce their plans and ask for comments and questions from the Amiga community. It is no small wonder that the winner of the Amiga has a home page of their own. (See this and other home pages for the Amiga in the AndFurthermore... article on page 48 of this issue.)

Escom's home page is a good indication of how the entire company looks at their current position in the computer market. While there are press releases, text from speeches, and more (some are in both English and German) for the Amiga, the site contains as much or more information on their Commodore PC campaign. Escom is an entire company and Amiga Technologies is only one part of the operation. As much as this frustrates most Amiga fans, it is a fact and one with which we must learn to accept.

As of this writing, Amiga Technologies has yet to announce who will market the Amiga or how it will be distributed in North America. They are still talking with a number of groups, but their insistence on finding a partner who will be a partner and provide all the funding necessary for marketing, makes it extremely difficult for most organizations.

To Market

Marketing in North America is an expensive business. With over two hundred million people spread across an entire continent, it requires a great deal of marketing muscle to reach into all of the important areas. Even if the marketing is restricted to specific geographical regions, the cost of preparing and delivering a marketing message is extraordinary. So, if Amiga Technologies is serious about their demands of a marketing partner in North America, than the new partner will need all the help they can get in being as innovative as possible.

One of the new reasonably priced methods of getting a company's specific message to the public has been discussed here before, the infomercial. Now Apple Computer has joined in this rapidly developing art form. In an attempt to counter the recent media blitz created by Microsoft and their introduction of Windows '95, Apple rereleased their Performa infomercial.

The half hour spot follows the changes in a family as they introduce an Apple Macintosh into their everyday lives. This story is interrupted at specific spots with general and focused commercials for the Performa series of Macintosh computers. By the end of the half hour, the Mac had brought the family financial rewards, increased grade averages, and even a new love interest. I expected to see the Mac making breakfast or, at the least, ordering dinner for the family by the close.

No, I am not being cynical, just jealous. If Apple Computer can see that this is a viable way to reach their potential customers, it probably is. The only problem is that the Amiga could do a much better job of the whole thing.

Imagine an Amiga infomercial with user comments from people who use the Amiga on some of the major Hollywood movies and television shows. Consider the Amiga's use in music, engineering, performing arts, and more. Granted, demonstrating the Amiga as a business machine would be a stretch, but it could be shown as an alternative use with specific software.

Infomercials are just one possible way to get the Amiga into the public eye while Amiga home pages are another. The hope is to rationally demonstrate the Amiga's abilities in as many formats and manners as possible.

Win Big Money

OK, maybe not big money, but you could win one monetary prize not to mention the acclaim and respect of your friends and fellow Amiga supporters. Don't forget to check out the Bit Movie '95 article on page 26 of this issue. Then see the information on page 28 that explains the contest and deadlines for Bit Movie '96.

In the past, this contest has been won by a large number of Amiga users. This year, the contest committee did not bother to note on which platforms the artwork was created. I believe they did this to encourage non-Amiga magazines to cover the contest more fully. Whatever the case, taking home even an honorable mention from this international event is a unique pleasure and I want to encourage all of the talented Amiga artists to take advantage of this opportunity.

Sincerely,

Don Hicks
Managing Editor

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By popular demand, this special edition of the 1994 FrozenFish is the first of the "fish line" to be PC compatible, allowing Amiga users with PC CD-ROMs access to the "fish disk" archives. FrozenFish '95 contains 1100 "fish disks", making it the most complete library of Fish material available. Archived on a per-floppy basis, this multi-platform CD is fully readable on all systems, including Amiga, MS-DOS, Windows, OS/2, Mac and UNIX. Each directory contains a standard "FILES.BBS" file.

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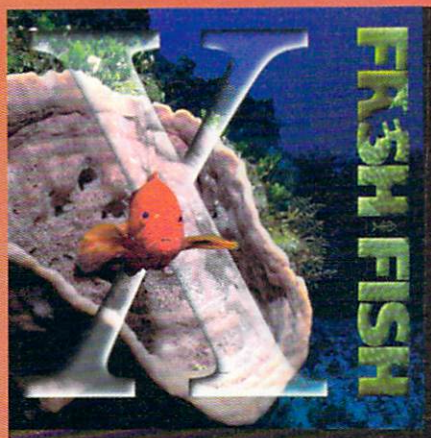

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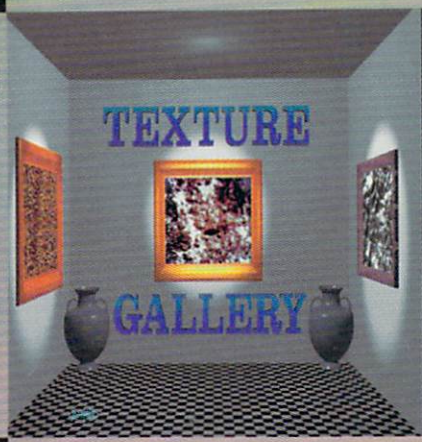

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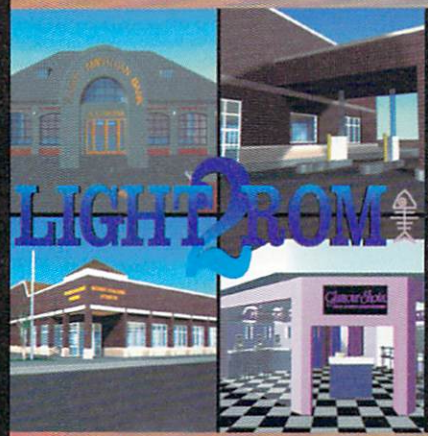

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NEW PRODUCTS

and other neat stuff

AMINET CD7

Aminet is the world's largest collection of freely distributable Amiga software. Up to 10,000 users access the archives daily, and countless programmers publish initially via Aminet. It holds the equivalent of 5000 floppy disks of software, and since the release of Aminet CD 6, more than 500 MB of new software has appeared. The current edition has a special focus on images, 10,000 images for DTP and multimedia were included.

WORLD-INFO '95

World-Info '95 has been termed by its producer, Schatzruhe, your virtual guide around the world. "Travel to places you have never seen before, get informed about your next holiday destination beforehand, and spend some time in the sun." This CD contains information regarding all of the 194 countries and more than 700 cities, covering all sorts of subjects. Some of the information areas included are Geography, Maps, Climates, Timezones, People, Language, and even an opportunity to see and hear the national anthems. Difficult definitions are thoroughly explained.

In addition, there is a massive amount of pictures available from all parts of the world. English and German printouts of any of the information is also included. Minimum system requirements are any computer with Mosaic or NetScape (e.g. Amiga, Mac, OS/2, Unix, Windows).

Guru-Rom V6

Schatztruhe has released Guru-Rom V6. According to Schatztruhe, the user can productively and comfortably use SCSI, without sacrificing performance, risk of incompatibility, or waste of resources. Features that help the user are its universal compatibility, transfer rates of up to 3.5 MB/s raw (Zorro-II limit), 3.1 MB/s measured. It is multifaceted, flexible, and has maximum compatibility with nearly all hardware and software through special handling of all known firmware bugs of the most popular SCSI devices and DMA hardware bugs in the A3000 and A4000.

World Info '95

From the streets of Austria to Australia's famous Sydney Opera House in Sydney Harbour, World Info '95 provides a collection of images and information which is great for teachers and students as well as the armchair traveler.

Cd-Write

Cd-Write, also by Schatztruhe, reportedly enables your Amiga to write to CDs with an ordinary CD-ROM drive. Company literature states that the Amiga can write, delete, and modify data on CDs. Although CD is a read only medium, Schatztruhe claims Cd-Write can store programs and configuration data on any CD, rearrange directories and adapt the CD's appearance on the Workbench to fit the user's particular configuration and preferences, and add index files for use of CDs in BBSs. *Cd-Write's* minimum system reqirements are an Amiga (500 or above) with at least 1 MB of RAM, OS 2.04 or higher, CD-ROM drive; hard disk recommended.

The Amiga Audio Expander™

Contraption Industries, a division of Apogee Technologies has announced the Amiga Audio Expander. The Amiga Audio Expander, the end result of over a year of design work and extensive beta-testing, is a state of the art filtering system that actually increases the audio range of your Amiga's sound. Your Amiga can now deliver high quality music and sound for normal Amiga use as well as your multimedia and video productions at a new level. The Expander comes with a full one year manufacturer's warranty and is compatible with all Amigas except for the A1000 and CD32.

As an added bonus, three disks of audio software are included in the package. These contain several high quality music modules in Protracker format, a collection of audio utilities ranging from sound creation to sample recording direct to hard drives, and Protracker version 2.99 by Apogee Globalsoft. Suggested retail price in the US is $79.95 plus $5.00 S&H. Florida residents add 7% sales tax. A demonstration audio cassette of the Expander's abilities is available by sending $3.00 to: Contraption Industries, 1851 University Parkway, Sarasota, FL 34243. For further information, please contact their Tech Support and Press Relations in the US at (813) 355-6121 or Fax (813) 3550-7767 or our toll free order line at (800) 820-7068. They can also be reached via the internet at Apogee@Cup.Portal.Com.

The press releases and news announcements in New Products are from Amiga Vendors and others. While Amazing Computing *maintains the right to edit these articles, the statements, etc. made in these reports are those of the vendors and not* Amazing Computing.

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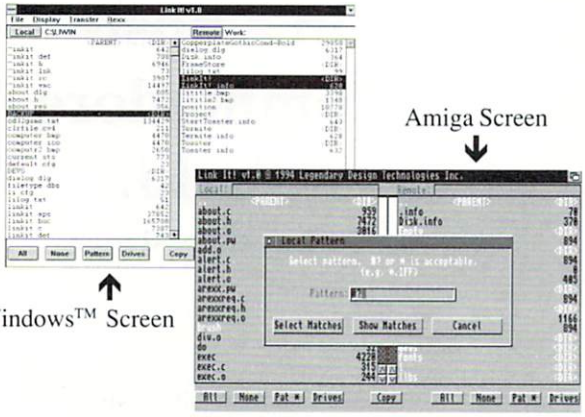

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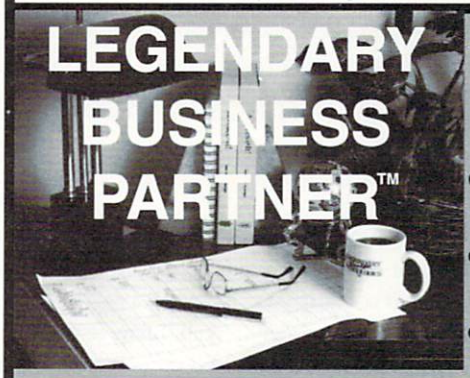

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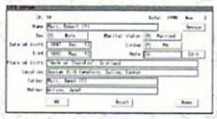

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Final Writer

The Quest for a Better Word Processor in a post-Commodore World.

by R. Shamms Mortier

FOR A NUMBER OF YEARS, the same number of years that I have been involved with the Amiga it so happens, I have been enmeshed in a career as a technical writer. All of my writing, no matter what computer platform I may be writing about, is done on my Amiga 2000. I went through all of the word-processing software available for the Amiga over the years, from Excellence and Scribble to ProWrite to others you have never even heard of. It was a maddening chase, one that coincided with the writing of my doctoral thesis.

Ah yes, my thesis. I remember it well. I was using a Commodore 64 at the time, in addition to my new Amiga 1000. All I had for a printer was a 9-pin dot matrix, and since there were no decent word-processors out for the Amiga at that early date (or at least I didn't know about them), I did the first draft of the thesis on the C-64 and output it to the 9-pin. I can hear the excited comments of the professors on my review panel to this day as I handed them 600 pages of research and conjecture, all held within the jaggy alpha-numeric confines of a dot-matrix world.

They threatened to take severe action unless I agreed to do the whole thing again in a more readable and kinder-to-the-committee format. They were not impressed by the technology, and suggested strongly that my next draft be typed on a typewriter so they would not be forced to suffer through potential blindness as a result of my technological toys.

I thought I had it nailed when I purchased a copy of WordPerfect for the Amiga (remember that version?). After all, here was one of the most prestigious companies in the computer industry addressing my wondrous platform. I got the software home, unwrapped it, and began a month long journey into terror, reinforced by bad documentation and loads of the most arcane convoluted command sequences I have ever run across then or since. That WordPerfect bundle now sits with the spiders somewhere in my basement.

I came to realize then that feature laden word processing software often comes at the price of inputting long

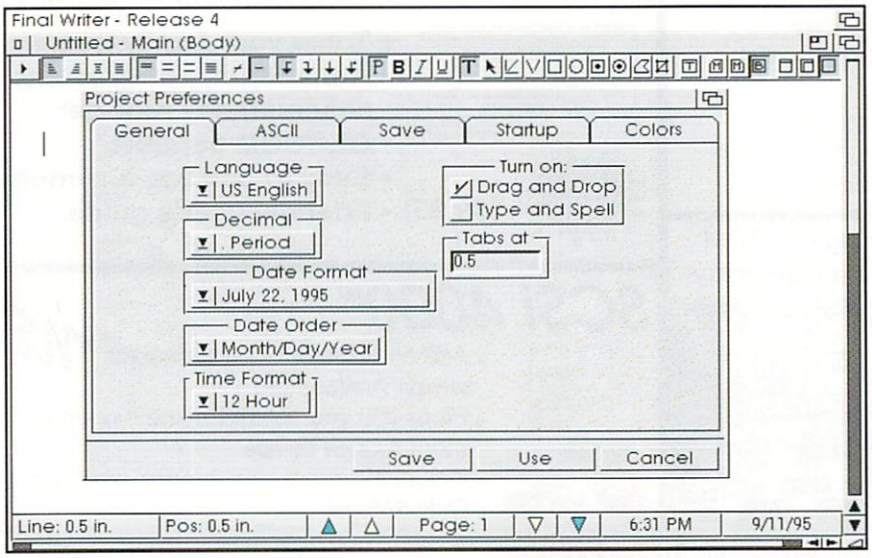
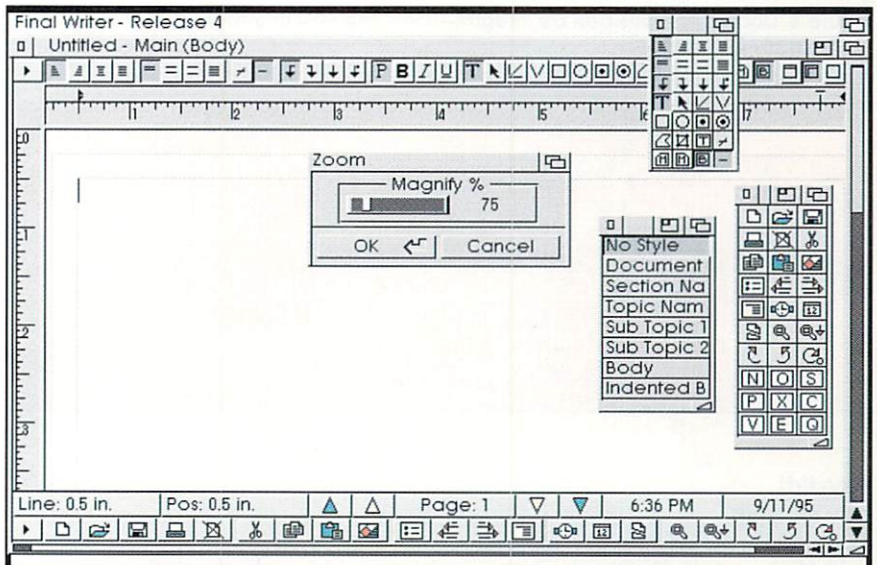


Figure 1. Here is what you can expect in Final Writer 4's Preferences settings. Each Preferences module has a number of resident folders dedicated to your customization of the software.

Over the years I have been especially pleased with SoftWood's service as well as their products, SoftWood has also stuck by the Amiga through thin times and thinner

strings of logically meaningless commands, taking more away from the creative moment than is invited. What I was looking for was software that would allow me to write as the ideas came without too much preparatory hassle. I also came to know that I wanted the extras to be embedded in logical easy-to-remember order, so that when I wanted to call on a needed feature, I could do so without taking my mind off of the writing task at hand. I also wanted something affordable, and a package that came from a developer who hopefully would be around for a while, so that support services could be expected when needed. That seemed to be a lot to ask, and I wasn't sure if I was hoping for too much. Then I discovered Final Copy.

Final Copy was SoftWood's first level word processor. It entered the fray when there were quite a few contenders. The difference it offered, from the very start, was that it seemed to be very full featured at a good price (I think it was around $100.00 at the time), and its interface looked clean and well structured (even in its ads). So, looking with heavy heart at the thick wad of word processing disks I had accumulated over the years, I decided to take the plunge again,.. an older Sancho Paza in search of a dreamed windmill.



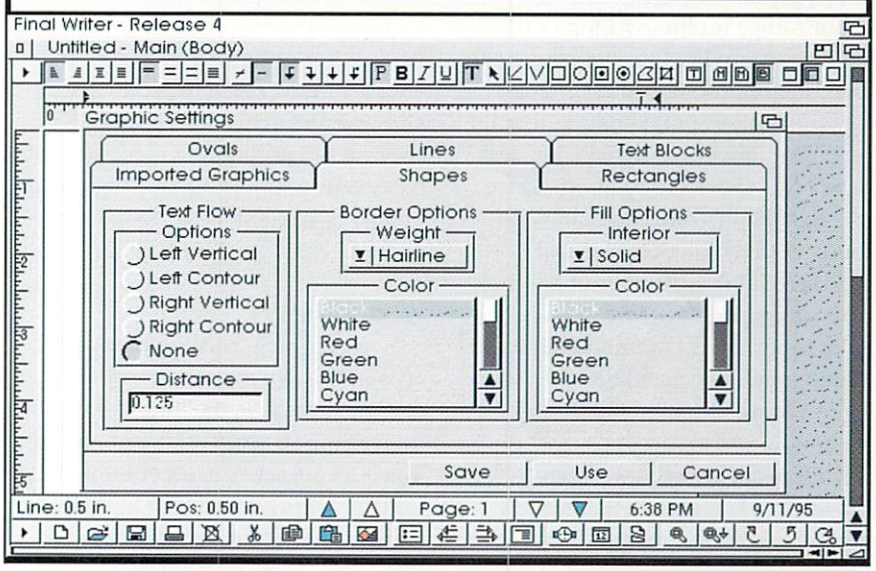


Figure 2 (top). If you're really into buttons and gadgets, you can make your FW4 interface look like the deck of the Enterprise.

Figure 3(bottom). The new arrangement of the Graphics Preferences settings is much faster than accessing them separately in FW3.

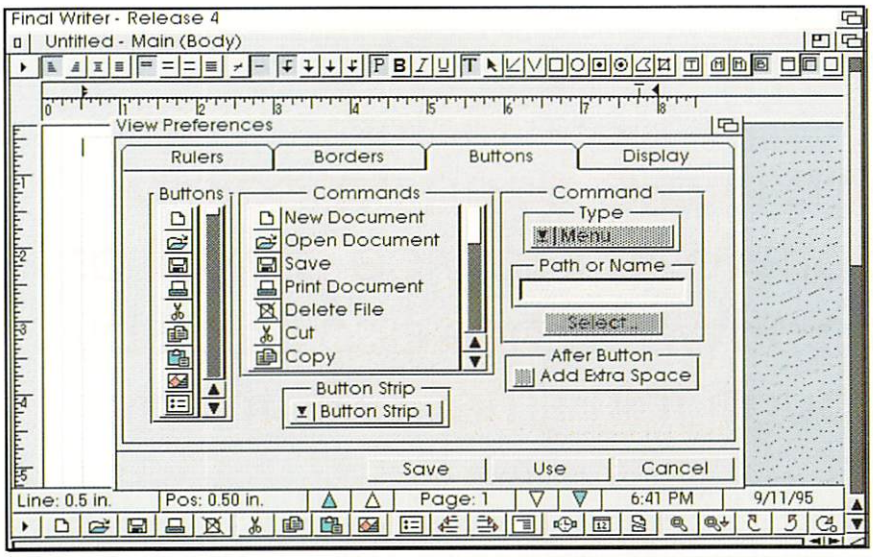


Figure 4. Dozens of icons can be integrated into the FW4 interface to make your work visibly interactive.

SoftWood has accomplished a major number of alterations both to the interface and the underlying structure of the program.

Paydirt!

About the time it arrived, I was knee deep in writing a contracted book about Amiga multimedia topics (I'll bet there are at least twenty copies still in existence). I scrubbed my hard drive free from other contaminating word processor influences, installed it, and have been a SoftWood fan ever since.

SoftWood's move to FinalWriter, though I think FinalCopy is still marketed, took advantage of the then new Amiga 4000s and their AGA 256 color capacities. FW (FinalWriter) also added graphics capabilities, moving it more towards desktop publishing environs.

Over the years I have been especially pleased with SoftWood's service as well as their products, SoftWood has also stuck by the Amiga through thin times and thinner, and the rebirth of the system under the aegis of ESCOM is due in large part to similar brave attitudes from developers all around.

So, before we get enmeshed in looking at the new features of FinalWriter 4, the latest SoftWood release of their flagship product, let's all stand and give a loud thankful cheer of recognition to a company that represents a value added Amiga asset. Thanks SoftWood! Now, to the details of FW4.

What's New?

In version 4, SoftWood has accomplished a major number of alterations both to the interface and the underlying structure of the program. The least attractive aspect of this is that vintage users (like myself) have to learn how to perform old tricks with new tools. There is, thankfully, a minimum of re-learning required for experienced users, but it will take a couple of days to get used to the new and altered possibilities.

As for new users, there paradoxically might be less of a learning curve. This is because the manual is so clearly laid out that initial learning and use is made intuitive quickly. This is more than a theory. It's something I tested out with a friend who just received the software, and commented upon how surprisingly easy it was to be up and running with FW4.

Grammar correction is one of the hottest items in word processing these days, no matter what the platform. Some of us need it, some of us like it, and some of us (I must confess) disdain it even though it may be needed and useful. Wherever your opinion falls, FW4 has it, and it has it in spades. There are over forty choices that can interrupt your writing if you use "sexist"expressions, gender specific expressions, archaic words, formatting errors, and lots more.

As for me, my writing is full of archaic expressions, and I am quite able to stay away from sexist statements on my own. I am trying to be open to the fact that others, especially students, may need all the help they can get to succeed in the paper chase.

Luckily, FW4 allows you to toggle any or all of these on or off, so older recalcitrant dudes like me may have only "Spelling", "Capitalization", and "Double Words" toggled on. On the aesthetic side of it all, many authors consider some of their idiosyncrasies as one with their style, something schools fail to realize in the quest for the perfect paper.

There is another similar feature that you may find instructive if not useful, but one which I wish I could remove. In the "Statistics" module, the item that tells you how many words you have used thus far and other quantitative information, there are now listings of what grade levels the software thinks you're writing for. This has been determined by something called the Flesch, Coleman, and Bormuth scoring systems.

I don't object to this addition (especially when an editor, but not the editor of Amazing,.. tells me to use simpler words so the audience that is at a tenth grade reading level can

understand). What I do object to is that this requester, which I use often to check word count and which in the past came up in seconds, now takes about a minute to appear.

This is not acceptable, and should be corrected as soon as possible. I would suggest a toggle that allows the user to choose whether or not all of the extra data is needed. Just in case you think the time delay is based on the slowness of my system, let me tell you that I'm running FW4 on an A2000 with an '040 board and forty megs of RAM. By the way, my writing usually lists out as "fairly difficult" and "college level". Is that bad?

An added attribute that I really enjoy in FW4 is the way that preferences are now addressed and set. In FW3, and also in most other competing software, there is one main preferences panel (not counting the separate ones for importing graphics). Now, there are preferences in many of the pull down menus: Project, View, Graphics, Tools, and User. Each of these is arranged so that specific areas can be set one at a time.

Let's take the example of the Tools Preferences, since it contains the "Grammar" field mentioned above. Preferences folders are segmented into interactive folders which bring items to the foreground when the folder's name is clicked on. In the Tools Preferences are three folders, Speller, Hyphenation, and Grammar. Each allows you to customize these attributes to create the word processing world you feel most comfortable with.

When I think of the Amiga, I think of personal customization, a different attitude than that evidenced by other platform communities that think more of homogeneity and sameness as the way to go. As evidenced by the new Preferences folders in FW4, this same obsession with personalization is enhanced. FW4 is part of the Amiga mentality in this regard.

I'm also a fan of the new bottom window border (which you may remove if you don't care for it). There are arrows to bring you instantly to the cursors position and to the top of a document. There is also a neat time/date area just in case you forget how long you have been sitting there. This feature is really a part of the new interface customizing attitude evidenced by the software globally.

Not only does FW4 allow you to decide what you want the software to do, but also how it looks when it does it. You can toggle and/or move just about every item on the interface, moving lists of buttons to the side or top of the screen, or toggling them off for a simpler approach. No more pull down menus for bold and italic settings either. They are addressable with visual buttons on-screen.

Most of the FW3 features have been left intact, except for one of my favorites that I am lobbying to get put back. I loved assigning fonts to the function keys, but in FW4 that has become a more convoluted process. Oh well, maybe in FW5.

And that's the real story behind this article. When I say "FW5" I'm not speaking facetiously. I am about as certain as ice in Vermont in January that there will indeed be a FW5, because SoftWood has not only stood by the Amiga, it has continued to provide writers of every persuasion with what I consider the best, most intuitive word processor around today,.. bar none.

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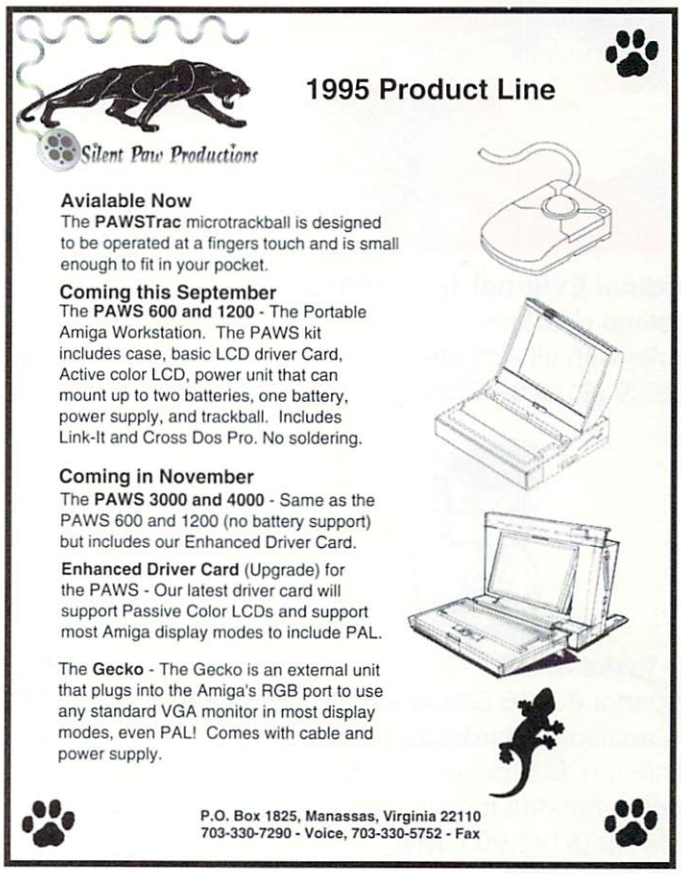

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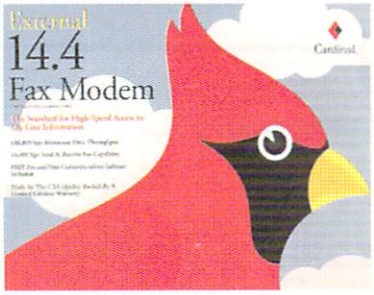

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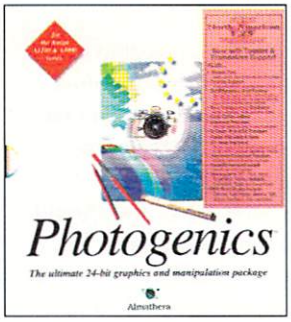

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Dir Work 2

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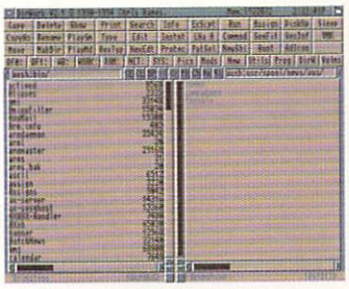

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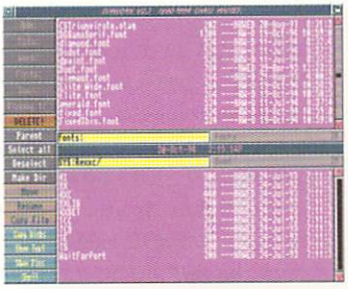
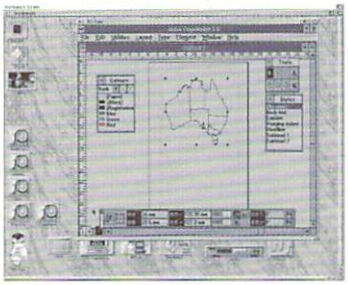


Make your configuration as colourful or as dull as you like.



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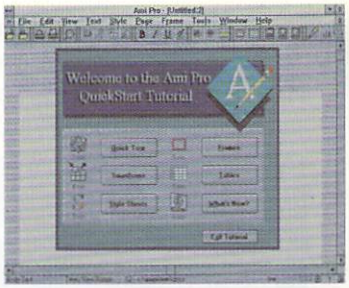
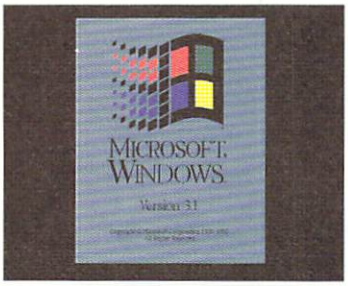


Access popular productivity packages such as Ami-Pro.



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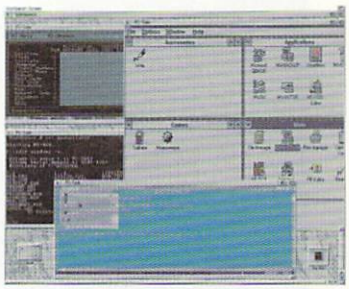
* Windows 3.1TM requires 1.5 contiguous RAM



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StereoLithography:
Teaching Your Old Amiga New Tricks

Alliant Techsystems has created a process that gives solid form to ideas.

As we all know, the high-profile use of the Amiga has not changed much over the years except with the unveiling of the New Tek Toaster Flyer, and its most powerful tool to date, Lightwave 3D. Almost everyone has channel surfed their way through episodes of Sea Quest, Star Trek, Babylon 5, and even the PBS kiddie thriller Barney. All of these encompass the Amiga technology. It seems that any new uses or discoveries for the Amiga lately are either graphic or video oriented.

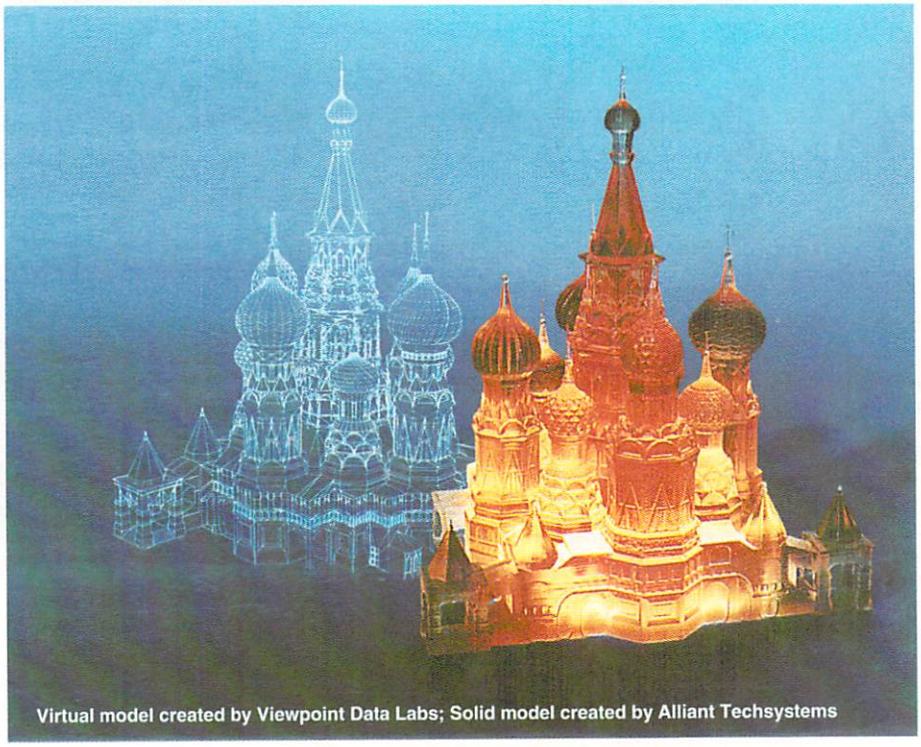
The Stuff Dreams Are Made Of

Imagine if there were a way to take the 3D object you have created and shoot your image through some kind of a laser gun into a bucket of polymer surfboard resin and, cowabunga, you have an exact, detailed model of your creation. This is StereoLithography, in a process developed by Alliant Techsystems.

This new technology opens the doors for an inexpensive way to make movie props, prototype parts for mold casting and manufacturing, and countless other projects including paper weights and ashtrays for your favorite coffee table.

Ken Van Brocklin of Alliant Techsystems explained that the StereoLithography Apparatus (SLA) is a computer controlled, high precision laser system which produces three dimensional objects from a liquid polymer resin. The computer that prepares the files for building on the SLA is referred to as the workstation. The SLA itself is called the buildstation.

The SLA produces three dimensional objects by directing a laser beam onto the surface of a 10 inch by 10 inch vat of photo-sensitive liquid resin. A surface layer of the liquid becomes solid as it is exposed to the laser beam. A vertical elevator system lowers each newly formatted layer into the vat where it is covered by a new layer of photo-sensitive liquid resin. Thin cross-sectional layers of the object, each adhering to the layer below it, are produced one at a time to form the resulting solid object from the bottom up.



St. Basil's Cathedral as created in solid form from a virtual computer model by means of StereoLithography™.

The Basic Steps

The four major steps of the StereoLithography process are the CAD process, part preparation, setup and build, and post processing. StereoLithography was created by #D Systems of Valencia, California. Alliant Techsystems developed the process of preparing and verifying the model for use with the Syndesis Corporation's STL Converter.

"The idea of converting Lightwave objects into files that could be read by our StereoLithography apparatus (SLA) came about when we had a project that required us to use 3D models that were created in Pro Engineer. Pro Engineer is a 3D

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solid modeling program that is used to design parts for use in manufacturing and rapid prototyping. The models were to be used in an animation sequence for a marketing video."

finishing touches on the STL. converter, John Foust from Syndesis Corp. heard what they were doing, and called offering to write an STL.converter that would be

the Lightwave 3D program, and a gun modeled for some top military secret project or something. The likenesses were exact and lifelike.

The critical part of this process is

"The idea of converting Lightwave objects into files that could be read by our stereolithography apparatus (SLA) came about when we had a project that required us to use 3D models that were created in Pro Engineer."

stated Brocklin.

One of Alliant Techsystems' engineers wrote a converter that allowed them to move the Pro Engineer 3D model into a format Lighwave could read via the SLA interface. This would not only allow them to visualize the prototype part in action through animation using Lightwave, it would also give the marketing rep a physical model to show the customer.

About the time they were putting

compatible with Interchange Plus. They did Beta testing using his STL.converter, and having access to Interchange Plus as the front end of the process, allowed access to many other 3D programs besides Lightwave for conversion to StereoLithography.

The Solid Evidence

I have held and played with images created in the form of the Starship Enterprise, a Triceratops from

to include as many polygons as possible to insure accurate detail in the resin cast. So as long as there is an Amiga, I am sure there will be ways to teach this old dog new tricks.

For more information on StereoLithography, please contact Ken Van Brocklin of Alliant Techsystems at 612-931-5878. You may also FAX Alliant Techsystems at 612-931-5866.

•AC•

AsimCDFS 3.0

by R. Shamms Mortier

Enlighten your CD-ROM with AsimCDFS , a compilation of useful modules that allow your Amiga to speak to your CD-ROM.

My Amiga network consists of four systems. Though they are all tied together for access to each other's hardware and software when needed, there are times when my work requires that only one be operating. This is why each Amiga has its own dedicated CD-ROM unit. The Amiga doesn't recognize CD-ROM players (or CD-R's, CD-Recorders) automatically, but must be informed of their presence. For that reason, and others that I will share with you in this article, I have found that a vital part of my setup is the software that makes the CD-ROMs smart, AsimCDFS.

AsimCDFS (CDFS stands for CD File System) is a compilation of useful modules that allow your Amiga to speak to your CD-ROM. All of the standard read calls to your hard drive (CD CD0, Dir CD0, Copy, List,..) can be used to access the CD-ROM once the software is installed. File transfer programs like Directory Opus and others can also be used to read and transfer files from the CD. AsimCDFS is really an alternative file system that interposes itself between the targeted media (the CD) and Amiga DOS. AsimCDFS works on any Amiga with a CD-ROM drive, CDTV systems, and CD-32 modules, as long as a floppy drive and a keyboard are included.

AsimCDFS supports most major CD-ROM drives with a listing included in the documentation. If you think your CD-ROM drive may be unsupported by the software, give AsimWare a call before purchasing the AsimCDFS package. The media supported include all ISO 9660, High Sierra or HFS (MAC CDs with incorporated data forks) formatted CD's.

Installation is simple, deftly guided through a standard installation procedure. By the way, SCSI and IDE CD-ROM units are supported, as are hard drives that write to CD-R units (allowing the specific hard drive to be identified as a CD unit for ease in the writing process), and even DOS files that masquerade as a CD-ROM device.

In the 3.0 version of the software, all options can be set in a special Preferences Editor included with the software. Some of the options include the AutoStart DiskChanger, which can be set to always, never, or targeted to start when either two-plus or three-plus partitions are encountered on the media (for Mac disk access and Kodak Photo CDs).

A "ChangerPath" option allows you to tell your system exactly where the DiskChanger program can be

The AsimCDFS AsimTunes module allows you to edit the arrangement of audio CD material and to play it in any order desired.

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Circle 123 on Reader Service card.

found. This is especially helpful if you change the software's location after it is installed.

A very unique feature actually allows you to boot from a CD-ROM itself. This is very useful if you are going to run from a CDTV or CD-32 system. Some other commands are LUN specific: Ignore LUNs on open, Combine multiple LUNs, and Maximum LUN. These commands are needed if you have a Pioneer DRM-60X and a few other drives, so they can be incorporated into the system seamlessly.

Buffer and Photo CD Options

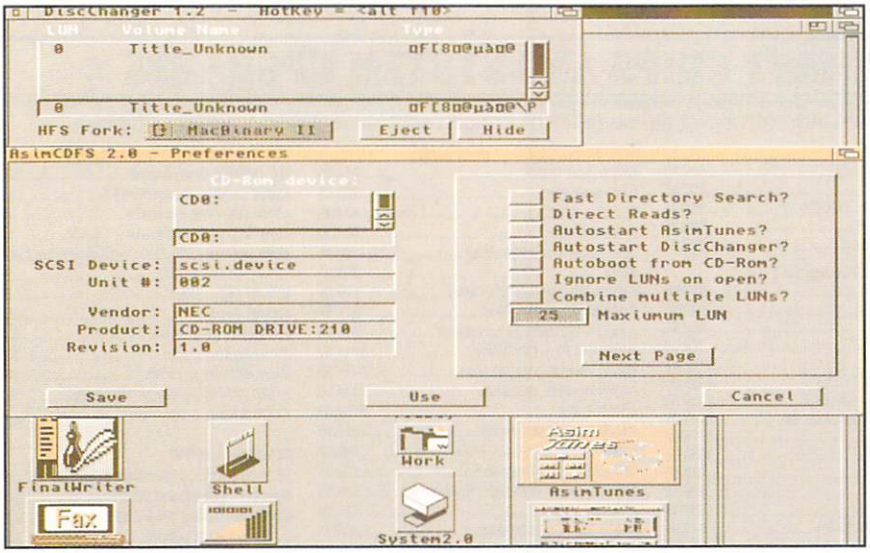
The important thing to realize about this software is that it is much more than just a bridge to your CD-ROM player. It brings your CD-ROM to interactive realms that wake it up to its full potential. The options tell the story.

You can, for instance, use another CDFS utility to pre-determine the FileHandler Pool Size. Sounds esoteric doesn't it? Actually, this allows users with limited memory on the one hand, and large BBS operators on the other, to configure their systems for best possible use and speed.

> AsimCDFS is really an alternative file system that interposes itself between the targeted media (the CD) and Amiga DOS.

CDFS offers the same kind of customization for FileLock Pools, File Buffers and sizes, and Directory Buffers and sizes. You can even specify what type of memory (Fast or Chip) will be used for buffers. All of the terms and operations are discussed thoroughly in the manual.

If you've ever accessed graphics from a Kodak PhotoCD, you quickly realize that this is a very different animal from a standard graphic file. Each PhotoCD image comes in a proprietary format that includes many different image sizes and resolutions for each image, so that both desktop publishing (higher resolution) and video (lower resolution) uses are supported. Both Kodak and Corel Corporation produce PhotoCDs. Special translation is needed for software to incorporate PhotoCD access, and AsimCDFS includes this potential. You can set PhotoCD parameters for your system by configuring the AsimCDFS PhotoCD Options requester. This allows for PhotoCD detection, the buffering



The AsimCDFS interface has its own Preferences screen, giving you complete control of search engines and other important CD-ROM parameters.

choices for PhotoCD thumbnail icons, and PhotoCD icon parameter settings.

Playing Your Tunes

AsimCDFS contains a special module that allows you to play audio CDs (digital audio disks) from your CD-ROM device hooked to the computer. To hear the music, you will need to plug earphones into the CD-ROM reader or have it hooked up to speakers.

When activated, either from a CLI argument or a configured macro-key (POPKEY), you are greeted with a special AsimTunes interface module that looks like a standard audio CD controller. It has a digital time display window, and buttons that control track searches and playback. You can set up a playback script that plays anything on the audio CD in any order you desire.

The editing of names and tunes is also possible, though obviously you can't write to the CD, but instead store the info on the computer. As an added feature, you can also set up a library of all of the audio CDs in your collection, listing any or all of the tunes contained therein.

A smaller yet full-featured AsimTunes interface may be set up on your WorkBench screen, allowing you to swing and sway while you're entering that vital spreadsheet data. AsimCDFS is fully ARexx compatible, and a full listing of ARexx scripting commands is included in the manual.

And what about your own music, those special sound samples that you need to plug into that Deluxe Music composition? CDFS supports the CDDA (CD Digital Audio) technology for transferring 16 bit sound data over the SCSI and IDE bus. As with the other AsimCDFS modules, a host of options for transferring CDDA data to your computer are supported.

AsimCDFS includes a special audio streaming mode of operation that allows it to access audio disks so that unwanted pops or clicks don't result from the way the audio disk sectors are formatted. In addition to being able to access an entire CDDA audio track, AsimCDFS allows you to access only a selected part of it, just the thing for utilizing selected samples.

AsimCDFS allows you to run CDTV and CD-32 titles on your Amiga, but the configuration of your system must match that of the emulated system as closely as possible for many of the titles to run.

CDTV and CD-32 Emulation on your Amiga

AsimCDFS allows you to run CDTV and CD-32 titles on your Amiga, but the configuration of your system must match that of the emulated system as closely as possible for many of the titles to run. CDTV, for instance, requires WorkBench 1.3 and a single speed CD-ROM drive, as compared to CD-32's expectation that you have a WorkBench 3.1 AGA system.

AsimCDFS tries to generate some work-arounds for these requirements, and includes a listing of the most accessible titles you can try. The CDTV and CD-32 keypads have Amiga keyboard equivalents outlined in the manual.

The manual also lists conceivable conflicts that you might experience with certain controller cards and CD-ROM drives, as well as other problem tracking hints. As I said previously, if you possess some hardware you are not sure AsimCDFS will work with, give AsimWare a call first before purchasing any software. They exhibit excellent skills when it comes to service with a smile. As for me, I can hear my Amigas singing in the dark when I'm in another room pretending not to listen. I can't quite make out the words, but it sounds like a CD anthem.

AsimCDFS 3.0
Asimware Innovations, Inc.
600 Upper Wellington Street, Unit D
Hamilton, Ontario, Canada L9A 3P9
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Bit Movie '95

First Place
Animation 3D Section

"Two Bad Boys"
by Pier Tommaso Bennati

Judges comments on the selection of this work, "For the originality and the freshness of the direction and the tribute paid to the great tradition of the American cartoon, presented in the amusing characterization of the characters and in the use of the music."

Fifth Place
Public Selection
Still Image
3D Section

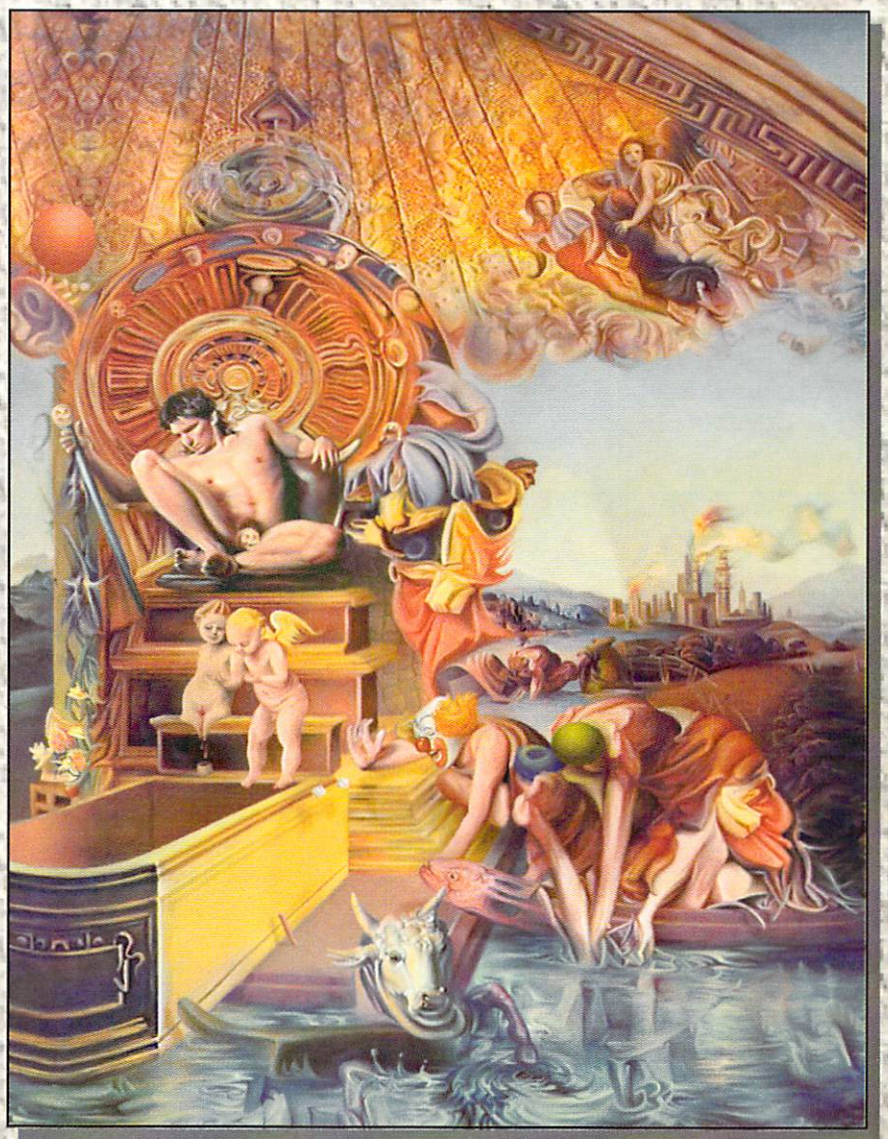
AMANTES:
L'era dell'acqua
by Eva Fontana

This image received 410 points in public voting. Ms. Fontana also recieved Seventh, Ninth, and Seventeenth place in this same category.

First Place
Still Image 2D Section

"Towards the end of this age a paranoic riddle will be unveiled"
by Toney Allen

Judges comments on the selection of this work, "For the ability to recreate the baroque universe through the use of quotations and the exaggerated game of the symbolic manipulation".



Second Place
Public Selection
Video Personal Computer

Sfaccio 2 - la vendetta
by Renato Tarabella

This animation received 505 points in public voting.

Bit Movie '95

First Place
Public Selection
Still Image 2D

Electric Sunset
by Marc R. Hoffman

This animation received 873 points in public voting.

The Ultimate in Computer Art?

The yearly Bit Movie Festival contest in computer art has become one of the largest competitions of its type. Contestants from all around the world submit examples of their best work. This year the contest attracted 783 works from 333 authors. The entries in each category were 239 for 2D Image, 345 for 3D Image, 20 for 2D Real Time Animation, 46 for 3D Real Time Animation, 50 for Video Personal Computer, and 56 for Video Graphic Workstation.

The true international spirit of the contest is shown in the artists who submitted their work. Italians number 208 with the USA following with 52 authors. France artists numbered 24 while additional submissions were received by artists from Austria, Australia, Canada, Finland, Germany, Greece, Holland, Sweden, Switzerland, United Kingdom, and Japan.

Bit Movie is outstanding not only for its international focus, but also for its wide range of entries and its unique voting structure. Not only are the pieces judged by a collection of professionals, but the artwork is also seen and judged by a public vote.

Amazing has sponsored this work by providing examples of the winners in past issues. In the past, the computer platform used in the creation of the work was clearly mentioned by the contest. Unfortunately, this year, we can only be certain of Marc Hoffman's entry (above) as an example of Amiga work. We have included the additional pieces to challenge the Amiga community to continue to submit to this fine contest and to inspire Amiga artists with the work of others.

Carlo Mainardi, Chairman of the Bit.Movie program, stated, "For the last years BIT MOVIE's task has been that of giving animators and designers the opportunity to confront the creative tendencies, the ideas, the innovating techniques, the new narrative forms born out of those digital images created thanks to personal computers."

Special Contest

Each year the Bit Movie committee hold a contest early to pick an outstanding example of art to be used by the contest in posters and other artwork to promote the event. All artists are invited to submit one image which, if it is selected, will be the poster image of BIT MOVIE '96. The deadline is November 15, 1995 and the image must be in electronic format. You can send it on diskettes (as a backup of hard disk), on a Syquest cartridge in either 44Mb or 88Mb format, on magneto optical disk at 230Mb, or on CD ROM optical disk. The image should be in either TGA, TIFF, or IFF format in a minimal resolution of 1240 x 1771 pixels, 24-bit. The final image will be developed in 2480 x 3543 pixel format. Your submission must be in its final version and it must not have any inscriptions (such as the title of the festival) nor the author's signature, because these will be added later.

Only one will be chosen, which, "will have to be of particular beauty and impressiveness, and will have to give the idea of what BIT MOVIE represents or be about the themes of the Festival." If your image is chosen , you will receive a prize of Lire 1.000.000, and your name will be on all the reviews using your image. If your image is not chosen, it can participate in Bit Movie '96 Still Image Section competition. In that case you will only need to send a completed entry form.

Foreign artists should plan their submission carefully to ensure that it will arrive on time. Customs delays of two weeks can occur. When time is short, consider using a private courier. Customs labels should bear the words: "Educational material with no commercial value." Bit.Movie 96 will not pay any customs fees, duties, or tariffs incurred by your submission.

To submit your work for the main contest, all work should be delivered no later than January 15, 1996. For submissions or additional information you can contact the contest by mail at Bit.Movie '96, Via Bergamo, 2, 47036 Riccione (ITALY), Phone/Fax +39-541-643016 or email them at: bitmovie@mclink.it. You can also contact their World Wide Web page at http://www.cli.di.unipi.it/bitmovie.

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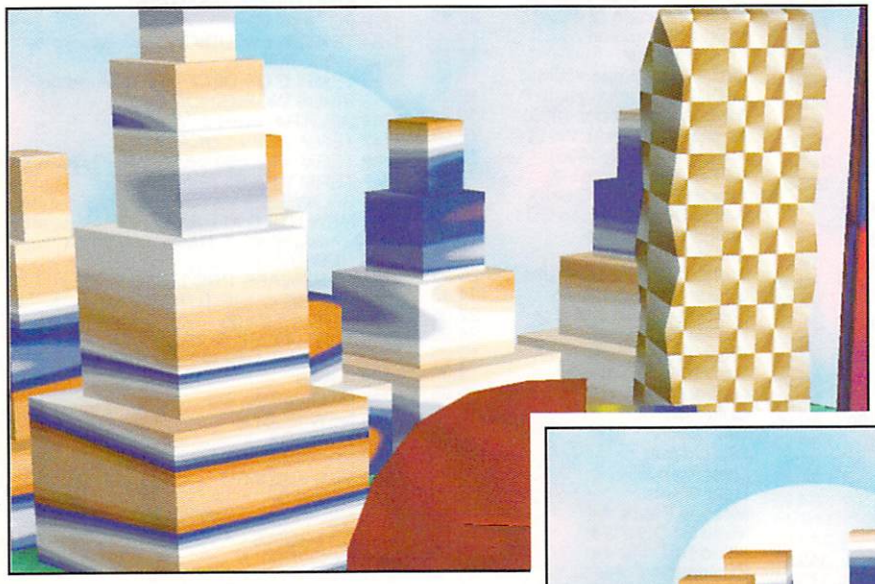
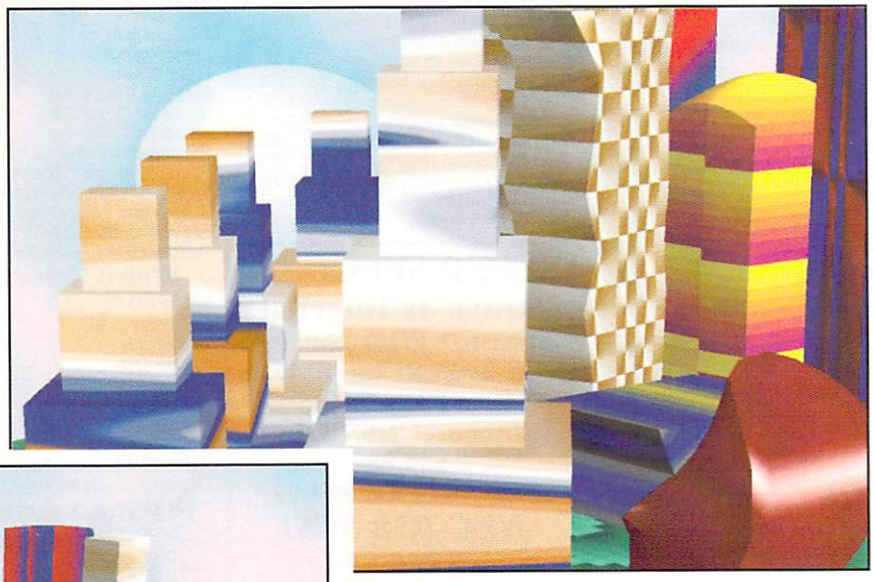
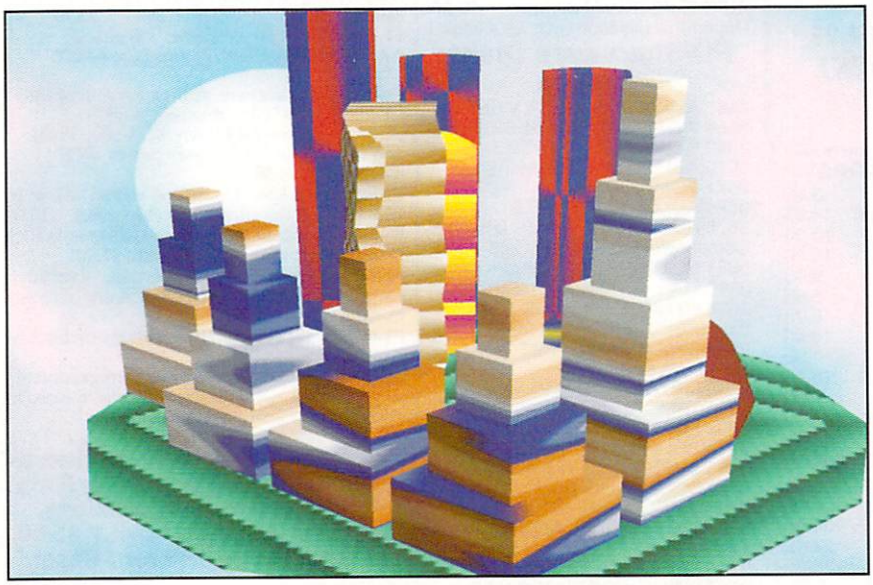
Aladdin 4D:
Tutorial #15

Eden City: The First Block







Eden City:
Different camera views of the basic structures in the Eden City rendering. It is the author's intention to add enhanced features in following tutorials. Texture maps, roadways and bridges, animated vehicles, optional backgrounds, and more will be added to bring this 3D to life.

Create a 3D cityscape with Aladdin 4D by starting with a simple cube.

by R. Shamms Mortier

The Eden Cube

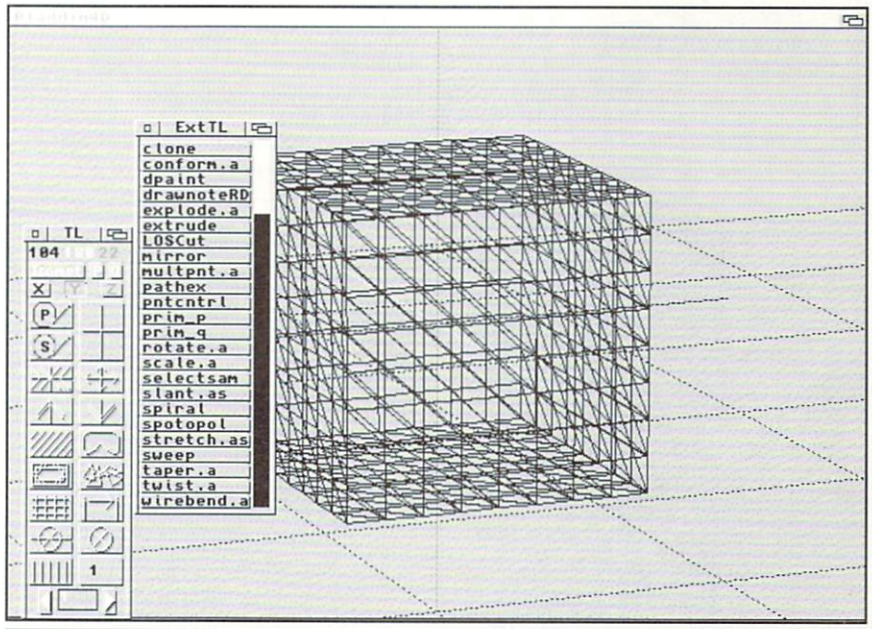
I thought it might be an interesting idea this time around to experiment with a simple form, a cube, and see how many variations we can derive from it in Aladdin 4D. Then to take all of the variations to build a 3D cityscape. I don't think I can really exhaust all of the possibilities, but I'll bet that as we go along you will be pleasantly surprised by how much we can do by accessing various A4D tools. If you have been following these tutorials in the past two years of *Amazing Computing*, you should find this article an enjoyable addition.

Obviously, you need ADSPEC Programming's Aladdin 4D (4.0) as a component in this exploratory process. If you're an Amiga obsessive and you don't own Aladdin 4D yet, I might strongly suggest that you get a copy of your very own. You'll be thankful you did.

How to begin

First things first. We will start with a cube, one that has its faces segmented into triangulated polygons so that their "normals" (reference data lines that can't be seen and rise perpendicular to the plane of the polygon) remain intact.

Go to the Aladdin Tools menu and access "Make a Rectangle". A requester will pop up in which there are several input fields. Make length of X, Y, and Z equal to 10,000 units, Centers equal to zero (the default), and with "Grid" toggled to "On" set each of the X, Y, and Z segments to 8. Select Accept. This will give us a cube with 64 rectangular polys per face.



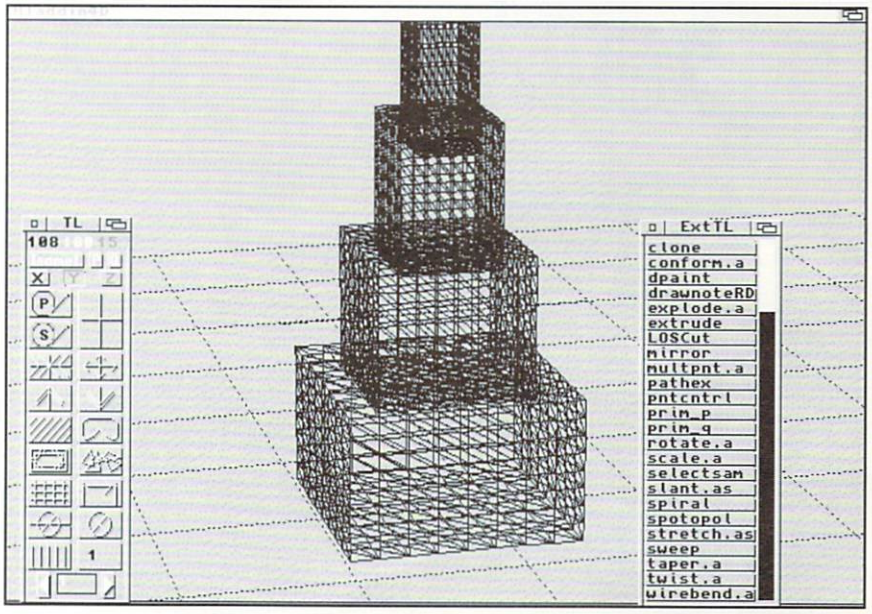


Figure 1. We start with a simple cube whose sides have been segmented into triangular polygons.
Figure 2. Our first simple structure, a stack of virtual blocks.

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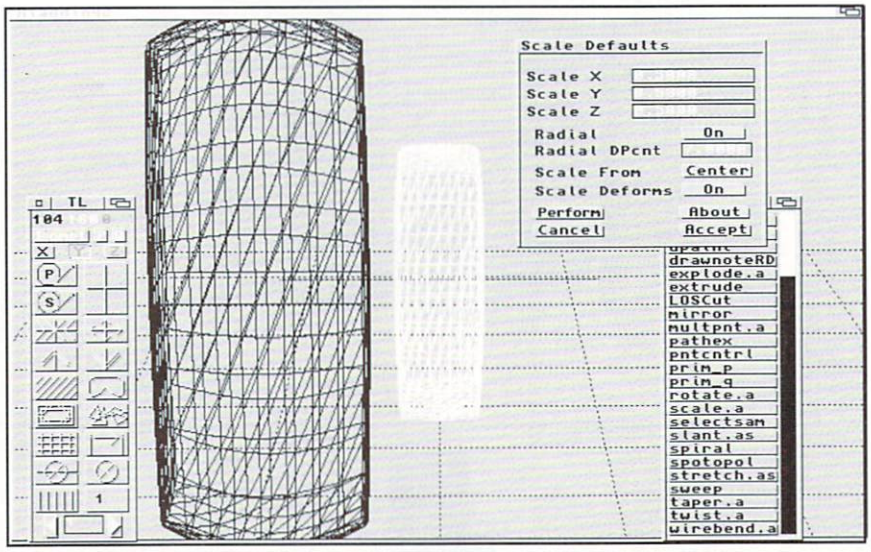


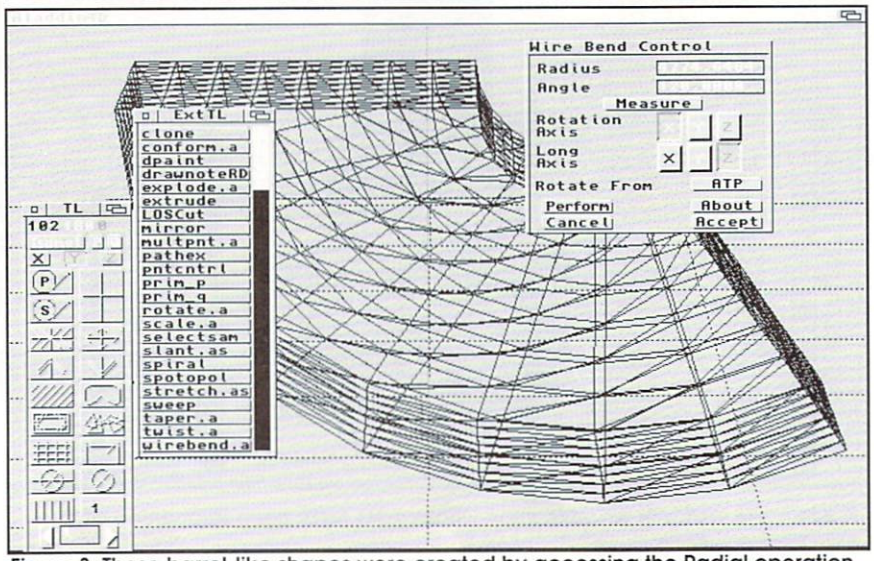


Figure 3. These barrel-like shapes were created by accessing the Radial operation ON in the Scale settings requester.

Figure 4. The Wirebend Tool is awesome when it comes to bending large or smaller shapes as easily as you can bend soft metal.

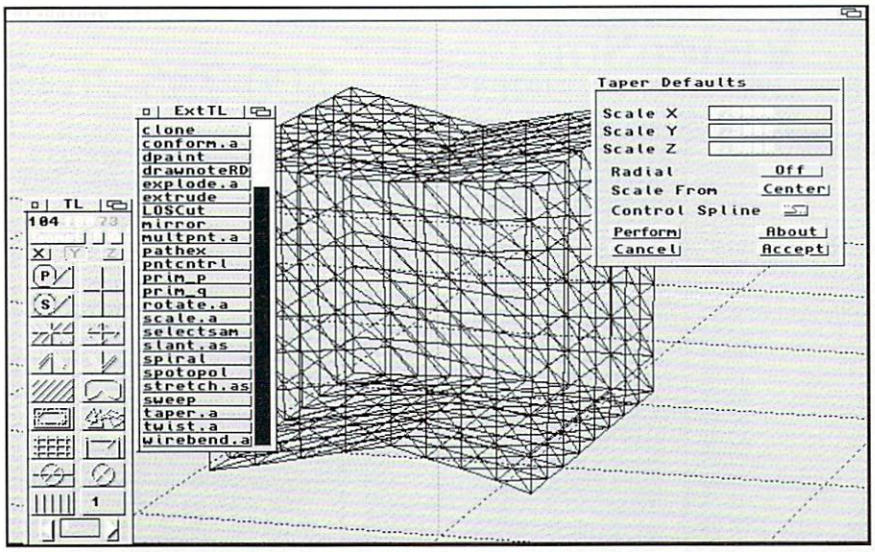
Now select the entire cube object and group all of its faces, and go to the Tools menu again and select "Triangles". Now you should see all of the rectangular poly separated into two triangular polys each. I would suggest that after making this cube, you save it as "MyCube.4D" so that you can always go back to manipulate another shape without having to generate the cube all over again. Now we have our basic shape, so let the manipulation begin!

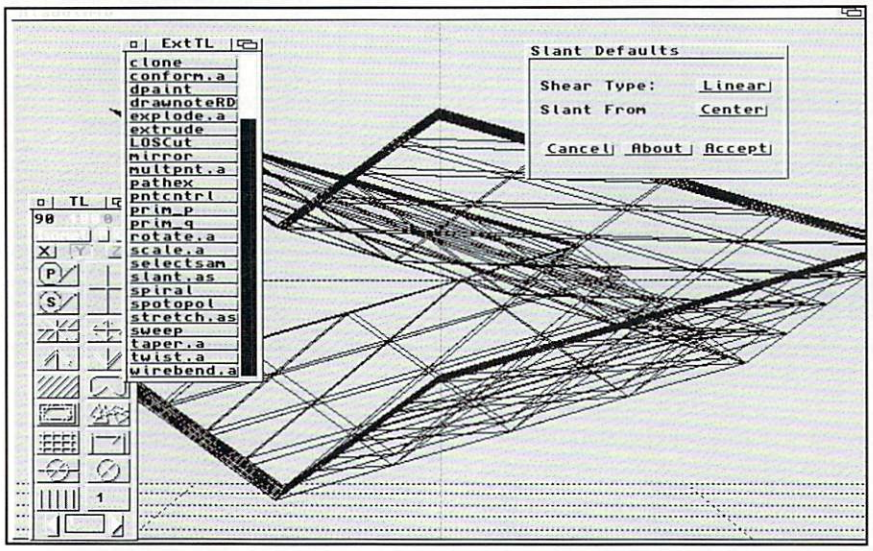
Our first simple experiment will consist of cloning this shape a number of times and resizing the results. You can experiment with different sizes here, perhaps resizing the cubes in just one directional axis. Look in the A4D manual for the right tools to accomplish these tasks. I would suggest winding up with at least ten cubic sizes as a result, though your RAM memory will let you know if you have exceeded the limit for objects. Just as a reminder, the "Cloning" tool is listed in the External Tools requester as is the resizing tool (called "Scale").

Hold down the ALT key to move objects that have been cloned. When stacking the blocks, it's best to work in Isometric mode in order to see what you are doing. After stacking the cubes to your liking, group each of the buildings you have created as one unit. Realize that if you create only one such structure, it can be cloned, resized and manipulated as a whole, giving you infinite possibilities. Save this creation as a separate A4D drawing. Do as many as you like, saving each one (we'll deal with textures later).

Start with your original Eden Cube again on a new drawing. This time we will experiment with one of the settings in the Scale Tool that creates interesting variations. Access the settings with your right mouse button. Turn "Radial" on, and set the Radial DPcnt to 3.0 for a start (explore different numeric settings after you get the hang of it). Make sure Scale Deforms is ON, and Accept the settings.

Select your Eden Cube and set it spinning on the Z axis by "1" key on





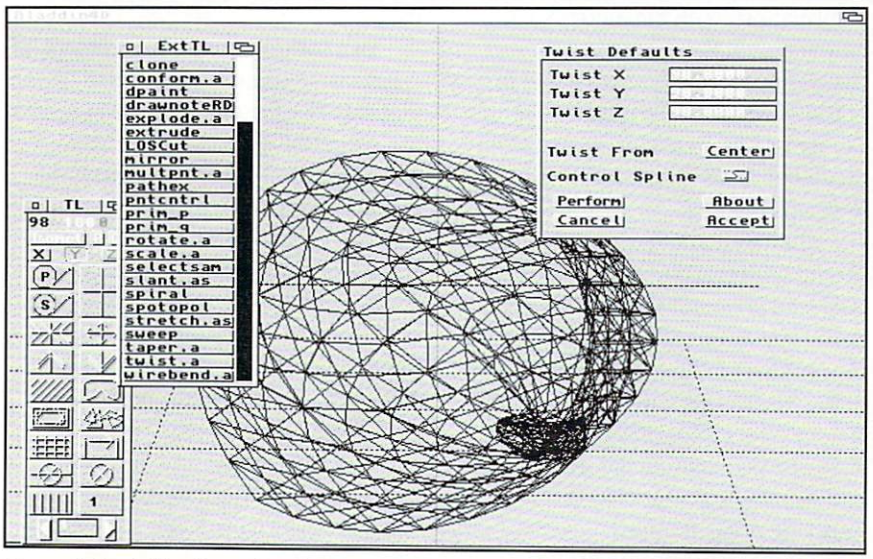


Figure 5 (top). The Taper Tool has a series of settings that produce very different results.
Figure 6 (middle). The Slant Tool does much more than you would expect from such an innocent name.
Figure 7 (bottom). Yes, ladies and gents, we started off with a cube, and using the Twist Tool, achieved this result.

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the numeric keypad. While it's spinning go to the External Tools menu and click on "Scale". Move the mouse while holding down the left button, moving closer to and farther from the spinning cube to see the results. When you get something you like, stop the spinning ("2" key on the keypad) and save the shape.

Our third building primitive (a "primitive" in computer graphics jargon is anything that is expected to act as the basis for more manipulation after it is imported) will access yet another A4D Tool. Import your Eden Cube again into a new drawing. We are going to use one of the newest A4D Tools that came with the A4D Newsletter (if you're not getting the newsletter and you have A4D, you're losing out big time). This tool is called "Wirebend", and it's absolutely great for bending objects. It can be used as an animation tool to make appendages (arms, legs, and stuff) bend in the most organic fashion imaginable. We are going to experiment with it as a sculpting tool for our cubic Eden City, however.

When you right-click on the Wirebend Tool, you get its settings requester. I would suggest that you experiment thoroughly with the settings as opposed to taking the logical approach. Read the manual after you have played around a bit. Change the settings after selecting

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your cube and "Perform" the operations while inside the requester. Note the results. When you achieve a shape that you like, save out the drawing as another primitive. If you want to risk this tool's parameters even more, bend a shape in another group of settings a second or more times.

The "Taper" tool is our next target. Import your Eden Cube, and bring up the taper settings. Experiment with different numbers in the XYZ Scale settings. Notice that when Radial is toggled ON, the overall results will be curve enhanced. With Radial OFF, you get more squarish constructs. As usual, save the results as a separate drawing.

Next we will use the Slant Tool in the External Tools. Notice that with Slant, you can set to either "Mirror" or "Linear". Mirror operates by accentuating symmetry, while linear gives you more rhomboid structures. These controls are interactive and not operated from within the requester, so you have to close the requester and select the object before manipulating the extent of the deformations with the mouse's left button down. For more bizarre structures, try operating this tool in Linear mode with the object set in rotation on its Z axis (or any axis for that matter). As always, save out your finished creations.

The Twist Tool is our next stop. Be careful with this one, because it's powerful enough to bend your poly's normals way out of whack. Best to move slowly in your experiments here, noting the results with each move and setting. This tool is really super when it comes to animation deforms in A4D, and using it to sculpt objects is not normally done. But hey!,.. we live by risk,.. right? Save the results if you dare.

If you have a problem having enough memory in your system to handle the examples in this article, just create your structures with less polygons. They will behave a little differently when you address them with the tools, but you will still learn the processes.

In a future tutorial, we will look at A4D's astounding texture capabilities in detail. For the moment, however, use either solid colors or perhaps a procedural texture or two when you lay out your Eden City groundplan. You can even map a procedural texture on the ground (Z Projection). See my graphics as an example of this.

The next tutorial (#16) will add moving vehicles in an animation of Eden City. If you desire an animation experience, set your own paths through your city and fly to your heart's content. Until next time, Enjoy!!! And I'll no doubt see you in ROMulan space.

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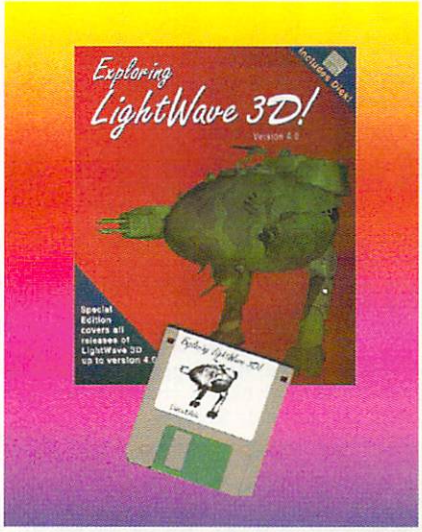
Exploring LightWave 3D 4.0: The Book

by R. Shamms Mortier



I have a collection of dozens of tapes and a few books on the subject of learning to use LightWave. Some of the videos are produced with a higher quality than others, and some of the books are produced with more clarity than the others, but neither the videos that I have nor the books are adequate for learning what is needed in all respects.

Some of this teaching media is more complete than the rest. In the case of teaching by video, I find tapes useful as an addendum to printed documentation, but not a substitute. Perhaps it's my old world education, but I still find the written word in tangible book style format to be a better teaching/learning device than either video or interactive CD-ROMs, and see this alternative media as a support mechanism in the learning process rather than a replacement for books or manuals. Because of all of this, I was anticipating getting my hands on the new book "Exploring LightWave 3D 4.0" by Todd Payne and distributed by New Era Press.

Explaining LightWave 3D 4.0 comes with a disk full of the LightWave Scenes, Objects, and Surfaces that the book's tutorials walk you through as essential learning components. Most of you realize, at least those of you in the Amiga LightWave community, that LightWave has been ported to the PC, and most of you are no doubt also aware that many Amiga LightWave users are using alternative rendering platforms, like the DEC Alpha, for rendering speed. This is important in terms of the book, because all of these alternative platforms or bridges to other platforms is targeted for learning.

The neat thing about the port from the Amiga to the PC is that it was handled so seamlessly as to make the 4.0 software look virtually the same on both systems, at least in terms of moving around the interfaces of both LightWave and the LightWave Modeler screens. The book is therefore useful as a learning device to individuals in both platform camps.

I also found that 3.x owners/users of LightWave can also receive an upgraded education from Explaining LightWave 3D 4.0. There are some different tools in 4.0 as compared to 3.x, but the overall operation and theory is the same. I installed the disks contents, for instance, on both the PC version of LightWave 4.0 as well as on the Amiga Version of 3.5. The only difference was that in the Surfaces drawer, the images were in Targa format, so I used Nova Design's ImageFX to translate them to 24-bit IFF's after I installed them on the Amiga version. The LightWave object format and Scene files are proprietary to NewTek, and as such, work the same on any platform LightWave works on.

The Book is a Must

And Explaining LightWave 3D 4.0's part in all of this? It's an absolute must for anyone who has not already mastered the LightWave and LightWave modeling process, which probably references the bulk of users. This is most especially true for 4.0 users, whether on the Amiga or PC side/Alpha of things or both.

Explaining LightWave begins by guiding you through the steps of the LightWave installation process on various platforms, and ends with a discussion and examples of post-production concerns (rotoscoping, keying, actors, and more). In between are tutorials that demonstrate one or more LightWave capabilities, like modeling organic forms, positioning lights, morphing and deforming objects, using displacement maps, creating and altering procedural surfaces, planning and creating animations, and rendering.

The tutorials are separated into beginning and advanced topics, and there are more than a handful of LightWave users, who consider themselves as experienced, that can learn a thing or two from the advanced section. Added appendices take you through the LightWave and Modeler configuration files and import/export issues among other concerns. The last section is a complete index of everything in the book.

It should also be noted that Explaining LightWave 3D 4.0 has been produced with an extra heavy cover stock and a reinforced binding, both added so that it can be laid open on a flat surface like the study manual that it is. The included graphics are sharp and well placed, and an added eight page color section in the middle references the tutorials in a very attractive way. All around, this book-disk combination is a first class production that should allow new and semi-experienced LightWave users to smooth out the LightWave and LightWave Modeler learning curve.

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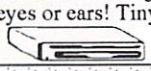

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8373 R4 Super Denise $30
8520A CIA 2mhz $20
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8375 2MB Fattest Agnus $50
5721 A2000 Buster $25
1.2 ROM Chip $5
1.3 ROM Chip $19
8721 R3 PLA $10
8564 R6 $10
2.04 ROM Chip $34.95
2.05 ROM Chip $39.95

OTHER HARDWARE
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A500 Motherboard Rev 5 or 6A $99
A500 Power Supply $39
A500 Big Foot Power Supply $89
A520 Video Adapter $30
A590 PCB SCSI WDHD $59
A600 Keyboard $39
A600 Power Supply $39
A1000 Power Supply $45
A2000 Mother Board Asstd Rev's $150
A2088 Disk Drive $49
A2090 HD Controller $25
A3000 Daughter Board $50
External DD Floppy Drive $90
3.1 Complete Upgrade Kit A500/2000 $Call
3.1 Complete Upgr. Kit A4000/3000/1200 $Call
Internal DD Floppy Drive $75
Dell (Black) External HD Floppy Drive $119.95
Int. HD Floppy Drive (A4000) $135
Int. HD Floppy Drive (Other Amigas) $140
BAG O' 1084 Monitor New Parts $10
Cable for 1080/1084 Audio (RCA Y Cable) $3
CDTV Remote Control $20
CD32 Big Foot Power Supply $94
CD32 Competition Pro Pad $19
CD32 Standard Replacement Joypad $8

CD Caddies $4
Chinon Int. 1.4MB Floppy Drive in 5.25" brkt for a2000 brgbrd $75
Commodore C-1600 Modem $10
CRT 1084 (Picture Tube Only) NEW! $10
DCTV $299
Eject Button For A500 Int. Floppy Drive $3
EMPLANT MAC Basic $259
EMPLANT MAC Deluxe $359
EPYX Ergo Hand Held Joystick $13
586DX Upgrade Module For Emplant $109
Golden Image Optical Pen Mouse $22
Golden Image Optical 3 Button Mouse w/Pad $25
Guru ROM (For GVP Boards) $79.95
MONITOR 1802 (Slightly Used By CBM Tech's) $60
MONITOR 1702 (Slightly Used By CBM Tech's) $50
Picasso II Graphics Board w/2MB $399
Power Supply (Replacement) A3000 $89
Power Supply (Replacement) A4000 $129
QUANTUM 52 MB SCSI or IDE 3.5" Hard Drive NEW $50
Replacement 2 Button Mouse For Any Amiga $16
Squirrel SCSI2 PCMCIA Controller For A1200/A600 $99
Sonnet Doubler A4000 040 50MHZ $599
SX1 Expansion Box For CD32 $209
-4MB RAM for SX1 $165 -8MB RAM for SX1 $299
--White Keyboard for SX1 $40 -Black Keyboard for SX1 $49
-Internal 2.5" 210MB IDE HD $290 -Cable for HD (44 pin) $15
Video Adaptor Cable 15 pin to 23 pin (Multisyncs...) $35
Video Adapter:15 pin to 9 Pin (For VGA, Multiscans..) $15

SERVICE MANUALS / SYSTEM SCHEMATICS
64/64C • CDTV • 1084-SD1 • A2300 • 1402/03
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ASSORTED BOOKS
ROM KERNEL Manual V2 $20
Commodore & Amiga Software Information Book $15
Commodore Parts Cross Reference Manual $25

Call For Latest Info & Pricing For A4000T, A1200 & CD32

CYBERGRAPHICS
Cyberstorm 060 $1350
Cyberstorm SCSI $250
Cyberstorm I/O $550
Cybervision w/ 2MB $470
Cybervision w/ 4MB $599

EXPANSION SYSTEMS
Dataflyer 500 w/105MB HD $239
Dataflyer RAM 8MB Board $89
Dataflyer SCSI/IDE Card $99
Dataflyer XDS for A1200 $89
Dataflyer 4000SX SCSI $119
High Flyer Case & p/s $399

DKB
WILDFIRE 060 for A2000
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w/ 16MB $2039 w/ 32MB $2489
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-200 watts & fan cooled! $49

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-250 watts & fan cooled! $69

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MICROBOTICS
MBX 1230XA 68030 50 MHZ
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-4MB Ram For MBX $165
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DEFECTIVE EQUIPMENT

Through out the liquidation of Commodore, we obtained a ton of supposedly 'defective' equipment. The items listed here are items that we have not tested yet. Over 50% of the 'defective' items that we did test, were completely operational (sometimes new!) . Items are sold AS IS!

Defective A500 Int. Floppy Drive $15 • Defective A2000 Int. Floppy $15
Defective A600/A1200 Int. Floppy $15 • Defective A2000 Power Supply $25
Defective A3000/4000 Int. HD Floppy $25 • Defective A2000 Keyboard $25
Defective A4000 Power Supply $40
Defective 40MB 2.5" IDE Hard Drive $15
Defective 120MB SCSI Hard Drive $25
Defective 240MB SCSI Hard Drive $40
Defective A2286 Bridgeboard $20
Defective Commodore MPS 1250 Printer $10

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FIRST OF ITS KIND ANYWHERE ON THE AMIGA. AN ADULT ORIENTED, USER INTERACTIVE CD FOR YOUR CD32 OR AMIGA CD. NOT ONLY ARE THERE 14 DIRECTORIES OF HOT PICTURES, MANY NEW DIGITIZED HOT VIDEO ANIMATIONS BOTH CONTROLLED BY A COMPLETELY CUSTOM MADE THUMB NAIL VIEWER FRONT END; THERES ALSO TONS OF ADULT STORIES TO READ RIGHT FROM THE CD. ALSO A FULL VERSION OF KLONDIKE III AGA WITH 20 DIFFERENT ADULT CARDSETS. BEST OF ALL, IS A COMPLETELY INTERACTIVE GAME SCREEN WHERE YOU MUST *PLEASE* ONE OF OUR MODELS BEFORE HER PATIENCE RUNS OUT. YOU CAN NIBBLE, CARESS, RUB, KISS, LICK, SUCK.... TO YOUR CHOICE OF HER MANY BODY PARTS. LISTEN TO HER RESPONSES AS YOU PLEASE HER (IF YOU CAN!). CHOOSE FROM OVER 20 MUSIC TRACKS! THIS CD WILL MAKE HISTORY!

SPECTRUM & KLONDIKE CD $39
NEW! THIS CD CONTAINS LATEST SPECTRUM EMULATORS FOR BOTH AMIGA AND IBM WITH OVER 4000 SPECTRUM GAMES! ALSO CONTAINS KLONDIKE III CARD GAME WITH OVER 100 CARD SETS! ANOTHER KICK BUTT CD FROM BCI!!!!

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- ALSO COMES WITH SEVERAL MOD & SOUND SAMPLE PLAYERS FOR YOUR AMIGA COMPUTER!

BCI-NET II CD APRIL/MAY $14.95
THIS CD CONTAINS OVER 1 GIG OF THE LATEST, GREATEST, MOST USEFUL PROGRAMS OFF OF THE INTERNET. UTILITIES, GAMES, GRAPHICS, MUSIC, ENTERTAINMENT PLUS TONS MORE! ALL COMPLETE WITH A CUSTOM BUILT INTERFACE WRITTEN JUST FOR THIS CD THAT WILL LET YOU SMOOTH THROUGH THE ARCHIVED FILES WITHOUT EVER LEAVING THE INTERFACE! PLANNED TO BE RELEASED QUARTERLY, THE LATEST VERSION AVAILABLE IS APRIL/MAY 95.
(BCI NET I DECEMBER 94 STILL AVAILABLE FOR ONLY $9.95!)

PLAIN BROWN WRAPPER CD $25
ADULTS ONLY PLEASE! THIS CD CONTAINS OVER 1600 IMAGES OF HOT XXX ACTION. COMPLETE WITH VIEWERS, THIS CD HAS SET UPS & RUNS ON BOTH PCS AND AMIGAS!

SEXUAL FANTASIES CD32/CDTV/CD $18
ADULTS ONLY PLEASE! THIS CD IS SPECIALLY DESIGNED FOR YOUR CD32, CDTV OR AMIGA CD ROM. FILLED WITH 1000S OF XXX PICTURES AND SOME HOT ANIMATIONS. ALL COMPLETE WITH VIEWERS!

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ADULTS ONLY PLEASE! THIS CD IS SPECIALLY DESIGNED FOR YOUR CD32 OR AMIGA CD ROM. FILLED WITH OVER 3800 IMAGES OF BEAUTIFUL WOMEN POSING IN BATHING SUITS, LINGERIE, SEMI NUDE PLUS MORE! IMAGES ARE ALL U.K. OK!. COMPLETE WITH VIEWERS!

MORE HOMEMADE CD'S ON THE WAY!

CD32 DEMO CD VOLUME 2
This CD was to be bundled with the CD32 when CBM released it to the U.S.A.! Contains:Several minute movie intro and playable demo of MICROCOSM, preview of RISE OF THE ROBOTS, Video presentaion of CD32 capabilities, CDXL & 2 complete FMV videos! Only $10!!

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This Audio CD was completely made on an Amiga using Protracker and MED. 15 butt kicking Techno tunes by one of todays hottest writers! Plays on any audio CD player! Only $15

COMMERCIAL FLOPPY SOFTWARE BLOWOUT

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Amiga Font Set #1(Data) $5
Amiga TextCraft (Utility) $10
AMIGAVISION Authoring Pkg $19
Apidya (Game) $10
Arkanoid $6
ASIMWARE 3.0 CD Driver $68
Back To The Future III (Game) $5
Body Blows AGA $8
California Games (Game) $5
Colonization $30
Cybercon (Game) $5
DR. Plummet $8
Gloom A1200 $35 **HOT**
Golf Challenge (Game) $9
Gold Of The Aztecs (Game) $9
Graphics Studio (Utility) $10
Gunship 2000 A1200 $15
Heat Wave (Game) $5
Hot & Cool Jazz (Utility & Data) $5
Impossible Mission A1200 $15
Impossible Mission A500 $15
JUG (Game) $5
Knight Of Crystallion (Game) $5
Leatherneck (Game) $5
MACRO ASSEMBLER $29
Money Mentor (Utility) $10
Prime Time (Game) $5
PHOTON PAINT 2.0 $19
Project X (Game) $10
Qwak (Game) $8
Test Drive (Game) $5
Test Drive 2:Spr Cars (Data) $5
TestDrive2:Calif.Scenes (Data) $5
Tetris $6
The Godfather (Game) $9
Theme Park Mystery (Game) $5
Universe (Game) $18
Virocop AGA or Reg $30 *HOT*
VIVA Authoring Software $19
World Class Soccer (Game) $9
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MANY MORE JUST IN! CALL!

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TOWER ASSAULT*	$30
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BANSHEE*	$27
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BENEATH A STEEL SKY*	$34
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BRUTAL SPORTS SOCCER	$12
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BUBBLE & SQUEAK*	$30
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MYTH	$13
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IF YOU DON'T SEE WHAT YOU WANT, CALL US AND WE WILL GET IT!

JUST IN!

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Cntrfld Squares (Adult) $20 • Chuck Rock $10
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AMINET 4 (NOV 94)	$9.95
AMINET 5 (MARCH 95)	$14.95
AMINET 6	$14.95
AMINET 7	$17.95
AMINET SET (4 CDs)	$29.95
AMOS PD CD	$19.95
ANIMATIONS 2CD SET	$24.95
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BCI-NET II CD (APRIL/MAY 95)	$14.95
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DTP CLIP ART & FONTS CD	$16.95
EUROSCENE I	$12
FRESH FISH (LATEST)	$19.95
FRESH FONTS	$19.95
FROZEN FISH (LATEST)	$19.95
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GAMES N GOODIES	$18
GIF'S GALORE	$9.95
GOLDFISH I	$19.95
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LSD & 17 BIT COMP. II	$17.95
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MEETING PEARLS II	$14.95
MULTIMEDIA TOOLKIT 2 (2 CD PACK)	$39.95
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-By Kit Felice. Amazing multi-level AMOS arcade game. REQ:Hard drive, 2 MB RAM, ECS or AGA, LHA decompresser, any Amiga OS. 3D tunnel scenes are featured in this excellent arcade adventure game. Hours of fun!

TOMCAT $19
-By John B. Graham. Experience Amiga's first software based Full Motion Video arcade game. Any Amiga with 1 MB of Chip RAM and hard drive can play this thrilling arcade F-14 fighter game. Over 11 megs of hard hitting all video action!

PSYCHO SQUARES DELUXE $15
-By Shane R. Monroe. So easy, you'll learn it in 5 minutes; so addictive you'll play it for 5 hours! This strategy game features EHB graphics, digital speech, original music, two player mode and much, much more! Complete with many awesome backround graphics! You'll love it!

PSYCHO SQUARES DLX:ADULT GRAPHIC DISK $4
-By Shane R. Monroe. If you love Psycho Squares Deluxe backround graphics, imagine playing for STEAMY ADULT pictures! 13 levels of beautiful, hot women! Requires the registered version of Psycho Squares Deluxe sold above.

WAR GAME PROCESSOR $25
-By Sean Emerson. Your favorite wargame can now be played on computer, using a friendly graphic interface. Positions can be saved to disk, as well as detailed histories of where each unit moved in the previous turn or phase. These can be sent e-mail to your opponent, who will be able to replay the turn, even seeing your comments as play unfolds! Or maybe your opponent doesnt have this program. Thats okay, because the War Game Processor can generate your turns into summaries of plain English text! All you do is make your moves. Other features are:compatible w/most strategy board war games, play by mail/Email, full color graphics, scrolling play screen, replay/review moves, automatic dice rolls, customizable dice, stores any # of games/setups at once,..... too much to list! Also comes with a module editor that allows you to generate WGP modules for your favorite wargames and edit the heck out of them! **NEW!**

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All our PD disks are now only 99¢ EACH! That includes all disks from our library, Assassin Game disks (200+), LSD Utility Disks (150+), 17 Bit Software disks (3400+), Amos PD disks (600+), Fred Fish Disks (1-1000+) plus more! Thats about 10,000 PD disks available to you for only 99¢ each! Why bother paying more when you can get it here for less? Send $3 for our paper catalog, 4 disks of disk catalogs & a sample disk from our library! See something we don't have? Call us & we'll get it!

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CHEEKY CHICS	SEX & GAMES 2
CLIMAX	SEX & GAMES 3
ERUPTION	SIXTY NINE
EXOTIC EXTASY	SMOOTH LIPS
GIRLS OF PARADISE	SPICY PICS!
HOT PIX 5	TIGHT PANTIES
HOT PICS:VOL. SEX	TOP HEAVY
LUSCIOUS LIPS	TROPICAL HEAT
MOODY NIGHTS	WET DREAMS
PARTY TIME	WHITE UNDERWARE
PUSSY GALORE	WILD WENDY

MUST BE ATLEAST 18 YRS OLD
$19.95 EACH
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ANY 10 FOR $149.95

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Circle 104 on Reader Service card.

Keep Up With the Latest in AC!

Volume 9, Number 11 November 1994
Create an Animated Five-Day Weather Forecast with DeluxePaint IV, By Randy Finch, who shares his experiences producing the weather forecast at an NBC affiliated local station.
Weathering the Situation, An interview with Tim Drawbridge, a meteorologist who discusses novel animations he creates with the Amiga, by R. Shamms Mortier.
On The Ball 1.24, A review of Pure Logic Software's *On The Ball* personal information manager, by Henning Vahlenkamp.
1994 Readers' Choice Awards, The results are in and the winners are!
TrapFax, A review of *TrapFax*, an integrated fax management utility from TrapDoor Development, by Mark Rickan.
Two from Spectronics: Adorage and ClariSSA, A review of the two software packages by Spectronics, by R. Shamms Mortier.
Pixel3D-Pro Version 2, A review of what is considered a very significant upgrade to *Pixel3D-Pro*, by R. Shamms Mortier.
Distant Suns v5.0, A review covering many new features added in the newly released version of *Distant Suns*, by Rob Hays.
A Tale of Two DOS's, Comparing AmigaDOS and MS-DOS, by Keith Cameron.
Front Ending C, Create an interface for your C programs with an easy-to-use authoring tool, by Randy Finch.
PD Update, A close look at utilities to edit your Amiga's memory or clean your floppy drives, by Henning Vahlenkamp.
Online, Featured subjects include a ray tracing software package and accessories, as well as a security program for your disks, by Rob Hays.
New Products & Other Neat Stuff, *Moving Textures 100, Making Music with Bertie Bunny, Really Real Texture/Images, International Flow Chart*, and more!
Inside ARexx, A look at arguably the most powerful single instruction in ARexx, the interpret instruction, by Merrill Callaway.
Bug Bytes, Using a standard serial cable on the A1000, Interleave questions and intermittent errors on an SCSI System, and more, by John Steiner.
Beginning Assembly, The first in a series of articles covering the major machine language programming techniques for the Amiga, by Bill Nee.
Roomers, Commodore UK & CEI in, Samsung out, and NewTek retains Amiga loyalty while selling to other platforms, by The Bandito.

Volume 10, Number 2 February 1995
New Products & Other Neat Stuff, *Personal Paint v6.1, Studio Printer Version 2.0, Gage CS220 Driver, Fossil AGA*, and more!
Aladdin-4D Tutorial #11, Creating arrays with Genie Tools, by R. Shamms Mortier.
HiSoft BASIC 2, A review of Oregon Research's new BASIC Development System for the Amiga, by Henning Vahlenkamp.
Bug Bytes, Using a PC mouse on the Amiga, Reason Install solutions, CRC errors, Modem compatibility and GPFax, and more, by John Steiner.
Digital Image Special FX PART XIII, Creating quick and easy, seamless Texture maps suitable for tiling onto 3D objects, by William Frawley.
Roomers, From emulations to exclamations, the Amiga (and the world) continues.
Deathbed Vigil and Other Tales of Digital Angst, A review of the video *Deathbed Vigil and Other Tales of Digital Angst* by Dave Haynie, written by Merrill Callaway.
Digital Sound Track, A review of Visual Inspiration's *Digital Sound Track* software package, by R. Shamms Mortier.
Beginning Assembly Part 2-Power Play, Create an Assembly Program and understand how it works, by Bill Nee.
Use HELM to create an Animated Five-Day Weather Forecast Part II, Randy Finch shows you how to make a tedious task easier through the use of HELM in this continuation of his article.
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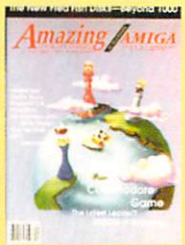

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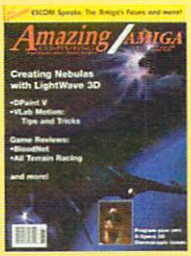

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Volume 10, Number 9 September 1995
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COMMODORE COUNTRY	45	105
COPPERHEAD TECHNOLOGIES	CIII	107
INTANGIBLE ASSETS MANUFACTURING	33	111
INTEGRATED TEKNOLOGIES INC	40	122
LEGENDARY DESIGNS	11	117
MICRO R&D	5	114
MIGRAPH	44	112
NOVA DESIGNS	3	106
PAXTRON	21	123
SAFE HARBOR	41	113
SILENT PAW PRODUCTIONS	15	115
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STYLUS	CIV	125
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Hop 'n Bop

A comparative review of several Amiga and CD32 games in the Hop 'n Bop platformer style.

By Jason D'Aprile

The CD-32 has a way of keeping older genres alive and well—with some great old style shooters (like Super Stardust, Banshee, Alien Breed Tower Assault and The Chaos Engine) and with platformers as well. Hop 'n Bop style platformers are an artform of their own. To ease some of the confusion, I have provided comparative reviews for twelve different titles available for both the CD-32 and the Amiga.

Note that for space considerations and simplicity, I have listed the screen mode after the title (either PAL or NTSC) and also, where applicable, I have listed whether or not a PAL game needs screen adjustment—some of the titles are extremely bordered or letterboxed and adjusting the screen makes the game seem too undersized (Core games, in particular suffer from this).

First up are **Zool** and **Zool 2** (PAL and NTSC, though the NTSC versions may no longer be available). Zool was one of the best selling Amiga games ever—a fact that leaves many American gamers scratching their heads, wondering why. With their too bizarre backgrounds, too cutesy characters, propensity for enemies which keep coming back, and the absolute lack of a save feature (and these are long games, made longer on CD by extra levels), the Zool games just don't have enough to hold a gamer's attention for long. Control is decent and the games are fairly fast (Zool was supposed to compete with Sonic, but doesn't come close). There is some slowdown and flickering, especially in the first Zool. Zool is mildly entertaining, with the sequel only marginally improved, but very average stuff overall.

The Best? Is Brian The Lion the best example of a Hop 'n Pop platform game on the Amiga?

Core's Chuck Rock (NTSC) and **Chuck 2: Son of Chuck** (PAL, no screen adj.) are much more entertaining. **Chuck Rock CD** is the same as Virgin's now ancient floppy release and still entertaining with its hilariously bizarre prehistoric world. Chuck 2 has you taking the part of Chuck Jr., a toddler with a VERY big club. The game uses some very innovative graphic techniques and is quite entertaining, with lots of neat bosses and wacky enemies. Neither game, unfortunately, has a save feature. Both games have good graphics and sound (Chuck 1 still makes you choose between sound and music, however, which is pathetic) and both games have solid playability. Also, both games (Chuck 2 especially) have very good introduction sequences.

Bubba 'n Stix (PAL, no screen adj.), also by Core, is a winner, pure and simple. It is a puzzle/platformer game that requires you to help a hick from the sticks (Bubba) free himself from a strange alien world with the help of Stix, an intelligent alien twig. Bubba 'n Stix uses passwords as a save feature. Control is good and the puzzles are quite challenging. Also, the cartoon-like graphics are outstanding and very humorous.

On a similar note is **Sleepwalker** (NTSC), an old game that came with my CD-32 and drove me to distraction. Sort of a sadistic cross between Sonic and Lemmings, you have to guide a sleeping boy through the city and make him avoid all manner of hazards. Great CD soundtrack, good control, and nice graphics, but still one of the few games that I grew to actually despise because of its frustrating nature and propensity to lock up every time I completed a level.

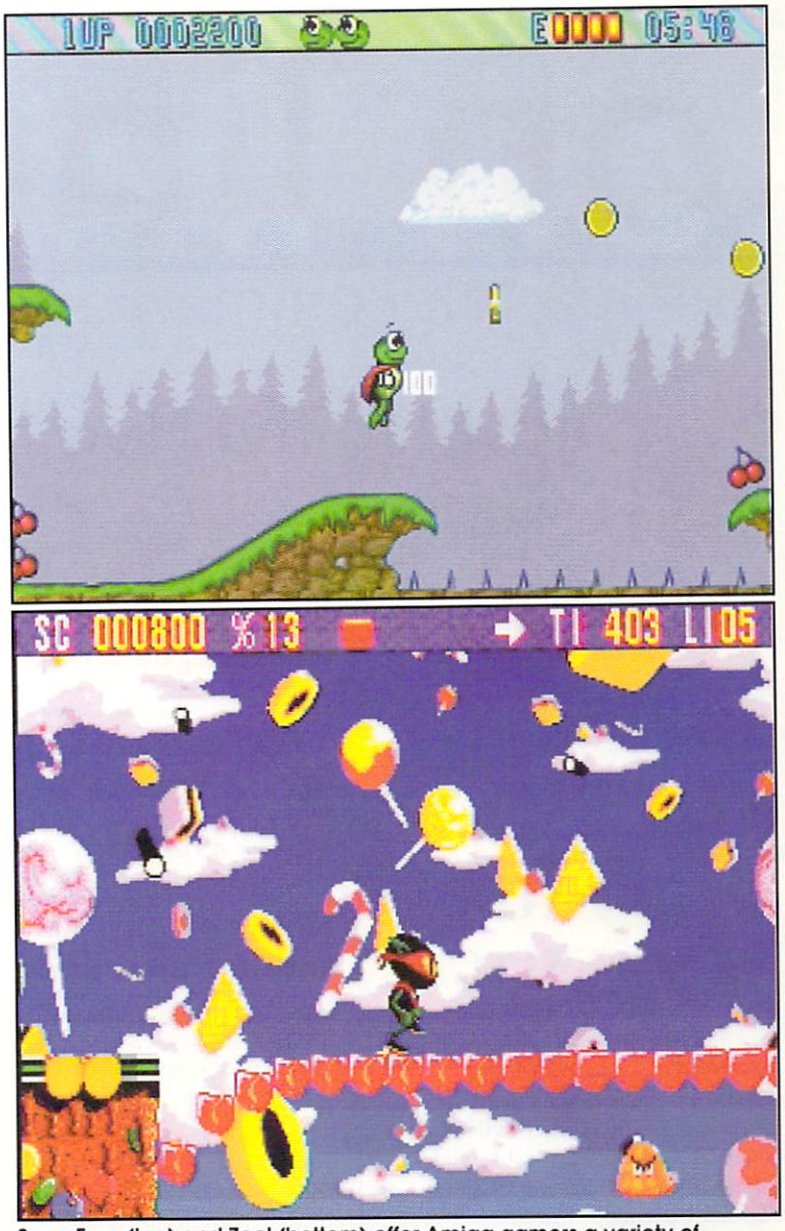
Small note should go to another oldie—**Oscar** (NTSC). Oscar was one of the best looking platformers, but it had a total lack of playability due to the unbelievably

incompetent controls as well as no save feature. Monsters continued to reappear at an obnoxious rate in the game, which further drove down the fun factor. It also lacked bosses and any sort of CD enhancement, except extra levels—which only made it way too long to finish in one sitting.

James Pond 2 (NTSC) and **James Pond 3** (PAL) are quite different in structure from each other. James Pond 2 is a good looking game with decent playability, long game time (again, no save feature) and some innovative features like the stretching robot suit. It also has backgrounds that must have come out of the nursery from hell. While both games are hop 'n bop style games with the same kind of cartoon-like, too cutesy graphics, JP3 is the closest thing on the Amiga to a true Mario-style platformer. JP3 has over a hundred levels, good playability and countless secrets to discover. It even saves to the CD-32's saveRAM. It's slightly marred by the rather utilitarian graphics and the repetitive scenery in many of the levels. Still, as James might say, it's quite smashing overall.

Team17's **Superfrog** (PAL) is also a very Mario-ish game, placing you as a prince-turned-frog in search of his kidnapped lady fair. Simplistic gameplay, charming graphics and fun levels highlight the now dated game. The CD version is exactly the same as the floppy version and pressing up on the D pad still, unfortunately, makes Superfrog jump. Ironically, the game does hand out passwords, but you have to win them in the bonus round, which may not happen very often. This is good, classic stuff from one of my favorite companies.

Kid Chaos (PAL autoboots) is an oddly disappointing game. Technically done right, the game has a sterile, uninspired look and feel to it. It is a Sonic clone, but without any of the spunk or originality. The game casts you as a caveman punker stuck in a huge virtual reality world. If you have played Sonic (or most other platformers) you know what to expect here—fast paced action, breakable walls, secret bonuses and pinpoint jumps, but it all feels so overworked and utilitarian here. Overall, Kid Chaos suffers from too much "Been there, done that." But still, plenty of long and treacherous levels, very challenging and responsive gameplay, and Bitmap Brothers' style look and passwords make the game, to say the least, competent and better then many others. It is just disappointing that there was not more effort put toward style and panache, if not originality.



SuperFrog (top) and Zool (bottom) offer Amiga gamers a variety of gameplay similar to games on other platforms.

Saving the very best for last, is Psygnosis' own blatant attempt at a "console style platformer" in the form of **Brian the Lion** (PAL, no screen adj.). It is easily the best of the bunch and coded by Reflections (of the Beast series fame). It has beautifully drawn world maps, saves to the saveRAM (or passwords on the floppy version), and has graphics so spectacular that the only way the game could look better is if it were 3D rendered like Donkey Kong Country. Brian also has loads of challenging diverse levels, good control and plenty of interesting features. It also has one grave flaw—bonus items disappear and are never replenished once you leave a level, even if you didn't find them. This severely undermines the game's replay value, since finding the bonus treasure is one of the main attractions of a good platformer. It is a frustratingly stupid oversight on the part of the designers that prevents the game from reaching as much greatness as it otherwise could have. Still, the beautiful graphics and the game's many other virtues make it one of the best platformers I have seen and give it the ability to compete with the other greats of the genre on other platforms such as Donkey Kong, Gex, Sonic and Earthworm Jim.

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on line

by Rob Hays

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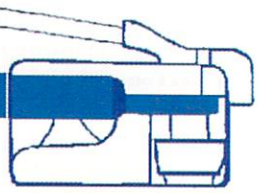

Travel To The New Hot FTP Sites.

For years the telephone companies have been urging us to "reach out and touch someone" by phone. With a modem and connection to the Internet, you can go this one better by reaching out and grabbing. Use FTP to grab some new programs for your Amiga.

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The ABC's of FTP

FTP stands for File Transfer Protocol, and enables you to copy files from far off computer systems to your local Internet provider. From there you use a standard file transfer method, such as ZModem, to download the files to your home computer. There are even ways to skip this last step, and FTP the files directly to your Amiga from that far off system, which we will be discussing at a later time.

Like many Unix command structures, the commands used during a FTP session will be familiar to users of the AmigaDos Shell. To change directories use the cd command, and dir works just as you would expect. You can also substitute the Unix command ls to obtain a directory listing. Unlike AmigaDos, you can move up one level in the directory structure with the command cdup.

Ordinarily, you would expect to be refused access to computer systems that you do not own or belong to. Thankfully, many systems on the Internet allow what is known as anonymous FTP. This means that anyone that can connect to the system is allowed to download or upload files. When prompted for a username, just enter anonymous, and when asked for a password, enter your actual e-mail address for the system you are FTP'ing from.

The FTP process is fairly straightforward, but does contain a few pitfalls for the unwary. The best way to illustrate this is through an actual FTP session. For a first taste, probably the best thing to get is found at a site called ftp.eff.org, and here is some of what you will see as the process unfolds. To get started, you will need to go to the area of your Internet provider that allows access to the FTP, and open a connection to the site.

```
ftp> open ftp.eff.org
Connected to ftp.eff.org.
220 ftp.eff.org FTP server (Version wu-2.4(16)
Name (ftp.eff.org:rhays): anonymous
Password (ftp.eff.org:anonymous):
        rhays@ansel.intersource.com
331 Guest login ok, send your complete e-mail
        address as password.
230-******** Welcome to the EFF Online Library
        **********
230-Electronic Frontier Foundation files &
        info: /pub/EFF
```

Note that the commands you type in are preceded by ftp> . This is a prompt to remind you that you are using FTP, and the system is ready for another command.

```
ftp> dir
200 PORT command successful.
150 Opening ASCII mode data connection for /
bin/ls.
total 492
 -rw-r-r- 1 brown doc 0 Oct 17 1991 .notar
 -rw-r-r- 1 brown doc 1327 Apr 26 14:23 00-
INDEX.ftp
 lrwxrwxrwx 1 brown doc 8 Jul 27 07:29 00-
MASTER.FILELIST.gz
 lrwxrwxrwx 1 brown doc 7 Jul 27 07:28 EFF ->
pub/EFF
 -rw-rw-r- 2 mech doc 32412 Aug 15 13:55 README
 -rw-rw-r- 1 brown doc 1793 Apr 25 19:40
README.incoming
 -rw-rw-r- 3 106 doc 42705 Aug 14 21:16
about.eff
 drwxrwxr-x 2 brown doc 512 Jul 27 07:28 bin
 lrwxrwxrwx 1 brown doc 7 Jul 27 07:29 eff ->
pub/EFF
 drwxrwxr-x20 brown doc 1024 Aug 15 14:49 pub
 drwxrwxr-x 3 brown doc 512 Jul 27 07:29 usr
 226 Transfer complete.
```

Looks pretty imposing doesn't it? Each line is a directory or a file, with the group of letters on the left indicating who is allowed various privileges. The number to the left of the date is file size in bytes, with the file name on the far right. The fourth line down indicates a short-cut route to the subdirectory pub/EFF is available by typing cd EFF. Because Unix commands are for the most part case sensitive, the sysop of this system has kindly duplicated this short-cut in the ninth entry for anyone who types cd eff.

When working your way through a FTP site looking for interesting files, one of the first places to examine is the pub directory. So, we will type cd pub, then either ls or dir for a directory listing. Among the files and subdirectories listed is:

```
   drwxrwxr-x 10 brown doc 1024 Aug 11 14:09
Net_info
```

Change directories again to this one, get another listing, and you will find:

```
   drwxrwxr-x 6 brown doc 512 Aug 17 00:40
EFF_Net_Guide
```

Go into this directory, and you will find:

```
   drwxrwxr-x 8 brown doc 1024 Aug 17 00:40
Other_versions
```

Inside this final directory (and you thought your directory structure was convoluted!) you find this unassuming-looking prize:

```
-rw-rw-r- 1 brown doc 312813 Feb 17 00:28
eegtti-2.3.amiga.lha
```

Now comes one of those pitfalls. Up to this point, we have been dealing with ASCII text. In order to actually transfer this file, we have to tell the FTP system to switch to binary mode, like so:

```
ftp> bin
200 Type set to I.
        To initiate the actual transfer, type
get, followed by the file name exactly as it
appears in the directory listing. You will get a
message like this:
ftp> get eegtti-2.3.amiga.lha
200 PORT command successful.
150 Opening BINARY mode data connection for
eegtti-2.3.amiga.lha
(312813 bytes).
226 Transfer complete.
312813 bytes received in 10.5 secs (29 Kbytes/
sec)
        The file we wanted is now in your
home directory on your Internet provider, and we
can leave here. Type:
ftp> bye
221 Goodbye.
```

You should now be back to your provider with everything looking like it did before you opened the FTP connection. After downloading the file to your Amiga, and unarchiving it with LHa, what you have is the AmigaGuide version of EFF's (Extended) Guide to the Internet. This is the electronic version of what used to be known as The Big Dummy's Guide to the Internet.

Assuming you have AmigaGuide, or Multiview, you are now armed with a document touching on everything from the history of the Internet, to a Smiley dictionary. Studying this document will give you an excellent basic understanding of the community of users that calls the Internet home.

If you want the ASCII text version instead of the AmigaGuide version, once you are logged onto the FTP site, type:

```
cd /pub/Net_info/EFF_Net_Guide
```

Make sure the system is in ASCII mode by typing:

```
ascii
```

Then grab the ASCII version: get netguide.eff Which Way to the Aminet?

Aminet is a vast collection of Amiga files of every conceivable type. Currently it is approaching two gigabytes in size, and like the Internet itself, it is growing larger daily as authors upload new programs, and new versions of old favorites.

The main Aminet site is available as ftp.wustl.edu. Because it is a favorite site of many people, when you log on, you will often see this message:

```
ftp> o ftp.wustl.edu
Connected to wuarchive.wustl.edu.
220 wuarchive.wustl.edu FTP server (Version wu-
2.4(1)
95) ready.
Name (ftp.wustl.edu:rhays): anonymous
Password
(ftp.wustl.edu:anonymous):rhays@ansel.intersource.com
530-Sorry, there are too many anonymous FTP
users using the system at this
530-time.  Please try again in a few minutes.
530-
530-There is currently a limit of 300 anonymous
users.  Yes, there REALLY are
530-that many users on wuarchive - this message
is not the result of a bug.
530 User anonymous access denied.
Login failed.
421 Service not available, remote server has
closed connection
```

At this point you can either wait and hope for better luck later, or try one of the Aminet mirrors. Mirrors are alternate sites that maintain copies of the Aminet file. Quite often these sites are less busy than wustl.edu and you can get right in. While most mirror sites will delete older files to make room, there are several that maintain complete copies, updated three times a day. Some of these are, ftp.netnet.net, ftp.livewire.com.au, ftp.luth.se, ftp.eunet.ch, kelly.uni- opaderborn.de, ftp.uni-paderborn.de, and ftp.doc.ic.ac.uk.

Although distance is mostly irrelevent with the Internet, it is best to try the sites closest to you first. You will save a little time, and more importantly, save a distant connection for someone who perhaps needs one.

Who Ya Gonna Call?

Here are some more Amiga BBS's you may want to check out.

NAME: ICON BBS PHONE: (702)646-3631
SPEEDS SUPPORTED: Up to 28,800 bps
CONTACT: Marcie Hansen
MHansen@Netcom.Com

NAME: Cleveland Area Amiga Users Group (CAAUG)
PHONE: (216) 642-7865; (216) 642-7875
SPEEDS SUPPORTED: up to 16.8kbps
CONTACT: CAAUG
C/O Carl Skala
18813 Harland Dr.
Maple Hts., OH 44137-2239

NAME: The Catacomb
PHONE: (504) 882-6576
SPEEDS SUPPORTED: up to 28.8kbps
CONTACT: Geoff Sloan

NAME: Mystic Places
PHONE: (504) 641-6868
SPEEDS SUPPORTED: up to 14.4kbps
CONTACT: Don Talbot

Where To Find Me

R.Hays5 on GEnie
RHAYS on Delphi
72764,2066 on CompuServe
Rob Hays on Portal

Internet users, I now have a new email address:
rhays@ansel.intersource.com.

For U.S.Mail:
Rob Hays
P.O.Box 194
Bloomington, IN 47402

Please include a SASE if you need a personal reply.

If you run an Amiga specific BBS, send me the information callers will need to access your system. Phone number(s), modem speeds, software settings, etc. As a service to the Amiga community I will include the information I receive in this column from time to time. Send the info to any of my addresses above.

That's all for now. See you On Line!

•AC•

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Circle 105 on Reader Service card.

Attention: Amiga User Groups

Register your organization by October 31, 1995 for the new AC's GUIDE Winter Edition.

Please send your organization's name, address, contact person, telephone number, as well as your meeting place and time to:

User Groups
AC's GUIDE
C/O PiM Publications Inc.
P.O. Box 2140
Fall River, MA 02722

ATTENTION *Amiga* Developers!

Last Chance! New Extended Deadline!

AC's GUIDE will return with the Winter '96 edition. Don't delay, be sure your products are updated immediately. Every listing will be reviewed. If you do not respond, you could be excluded from this valuable resource.

All entries must be received no later then **October 31, 1995** by mail or please contact our offices for a special email address. Please use the form on the next page (make a copy of the form for each of your products) and refer to the category list below.

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- ACCESSORIES & SERVICES GENERAL
- ACCESSORIES/WORKSTATIONS
- SERVICES

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- AUDIO TAPES
- BOOK/DOS
- BOOK/ENTERTAINMENT
- BOOK/GENERAL
- BOOK/GRAPHICS
- BOOK/PROGRAMMING
- BOOK/TECHNICAL
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- VIDEOTAPE/TUTORIALS
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- CD#@ & CDTV ACCESSORIES

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AC's GUIDE To The Commodore AMIGA

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Version Information

Suggested Retail Price (in U.S. dollars)

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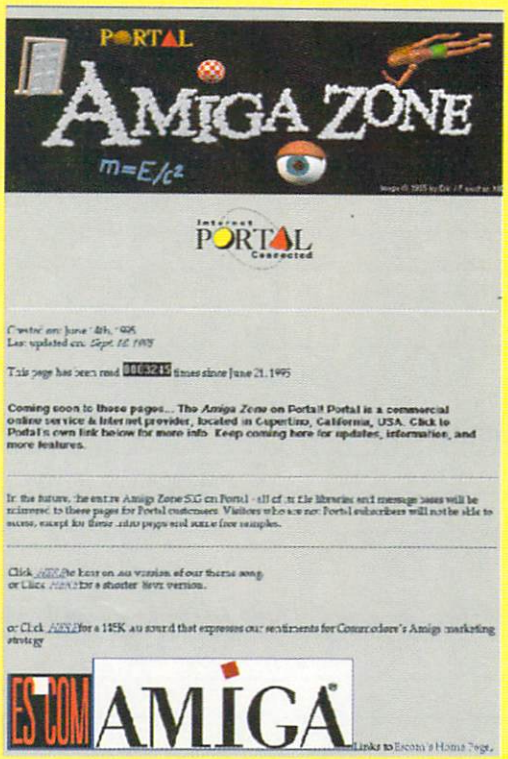
And furthermore...

Hot Amiga Web Sites!

The World Wide Web has something for everyone and that includes Amiga fans. The following three Web Pages contain information and discussions concerning events taking shape in the Amiga Community. If you have created a Web Page of interest to the Amiga Community drop us a note and we will place it in Amazing Computing.

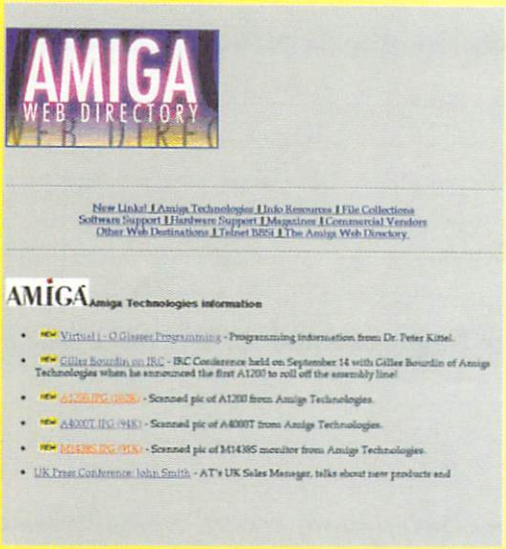
Escom Home Page

The Escom home page offers the latest press releases from Escom (in German and English) as well as other information. Amiga users should be forewarned that this page also concentrates on the Commodore portion of Escom's business as well—a name that might disturb some Amiga fans when they first see it. You can get to the Escom home page by entering http://www.veronica.nl/escom/ or by using the link in either the Amiga Web page or the Portal Amiga Zone page listed below.



Portal's Amiga Zone Home Page

The Amiga Zone has been a major asset to the Amiga community and the Portal system where it resides. Harv Laser, the Amiga Zone's main system operator, has created a home page on the web that mirrors the efforts of Amiga Zone. While there are files and libraries as well as links to other home pages, visitors must be Portal subscribers to take full advantage of everything on the page.



Amiga Web Directory

Created by the Champaign-Urbana Commodore Users Group, the Amiga Web Directory home page has connections to Escom and other pages. They maintain IRC files, news releases and even photographs on-line. Their new address is: http://www.prairienet.org/cucug/amiga.html

You can also reach them by email at: cucug@prairienet.org

Coming Soon:

Look for *Amazing Computing*'s home page to premiere soon on the World Wide Web.

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